METAL GEAR SOLID 3
SNAKE EATER

SCREENPLAY BOOK

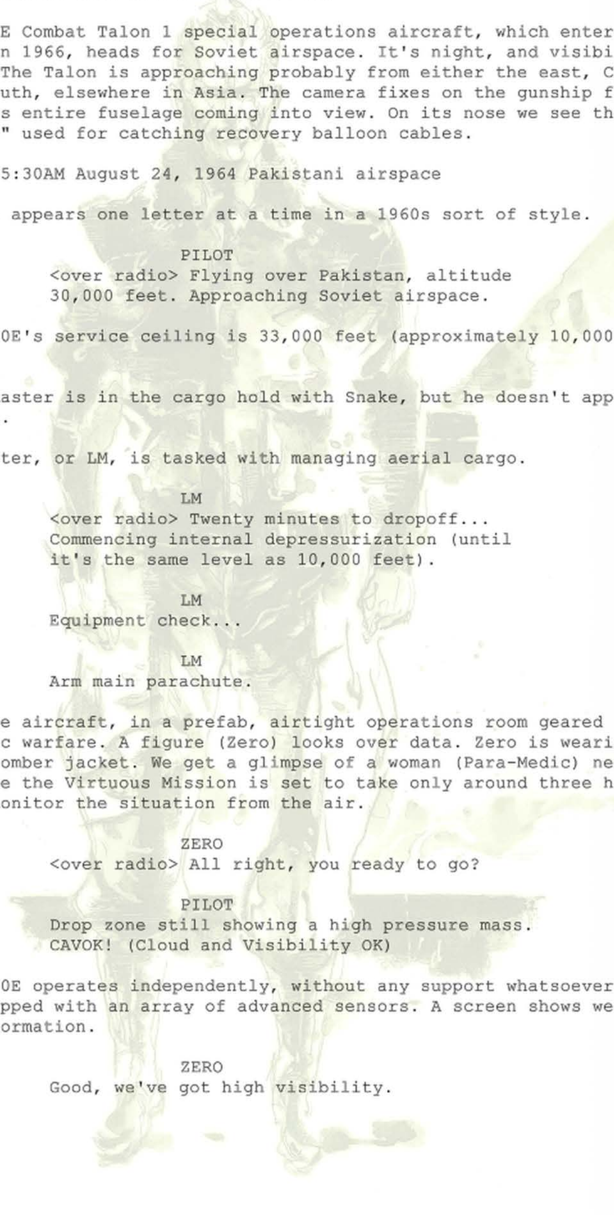
SECTION 1

Opening

– Prior to Meeting Sokolov

オープニング開始～ソコロフ接触前

[Attention]
This Story Compendium was compiled using in-game story content that was still in development at the time,
so some content may differ from what actually appears in the game.
Any significant differences come with added notes that explain the change.
Additionally, please note that the compendium contains all of the story content within the game and therefore includes spoilers.
It is recommended that you finish the game before reading.



Opening

3D Cutscene 1
(night - change view button unavailable)

An MC-130E Combat Talon 1 special operations aircraft, which entered service in 1966, heads for Soviet airspace. It's night, and visibility is good. The Talon is approaching probably from either the east, China, or the south, elsewhere in Asia. The camera fixes on the gunship from above, its entire fuselage coming into view. On its nose we see the "whiskers" used for catching recovery balloon cables.

Caption: 5:30AM August 24, 1964 Pakistani airspace

*The text appears one letter at a time in a 1960s sort of style.

PILOT
<over radio> Flying over Pakistan, altitude 30,000 feet. Approaching Soviet airspace.

The MC-130E's service ceiling is 33,000 feet (approximately 10,000 meters).

The loadmaster is in the cargo hold with Snake, but he doesn't appear on-screen.

A loadmaster, or LM, is tasked with managing aerial cargo.

LM
<over radio> Twenty minutes to dropoff... Commencing internal depressurization (until it's the same level as 10,000 feet).

LM
Equipment check...

LM
Arm main parachute.

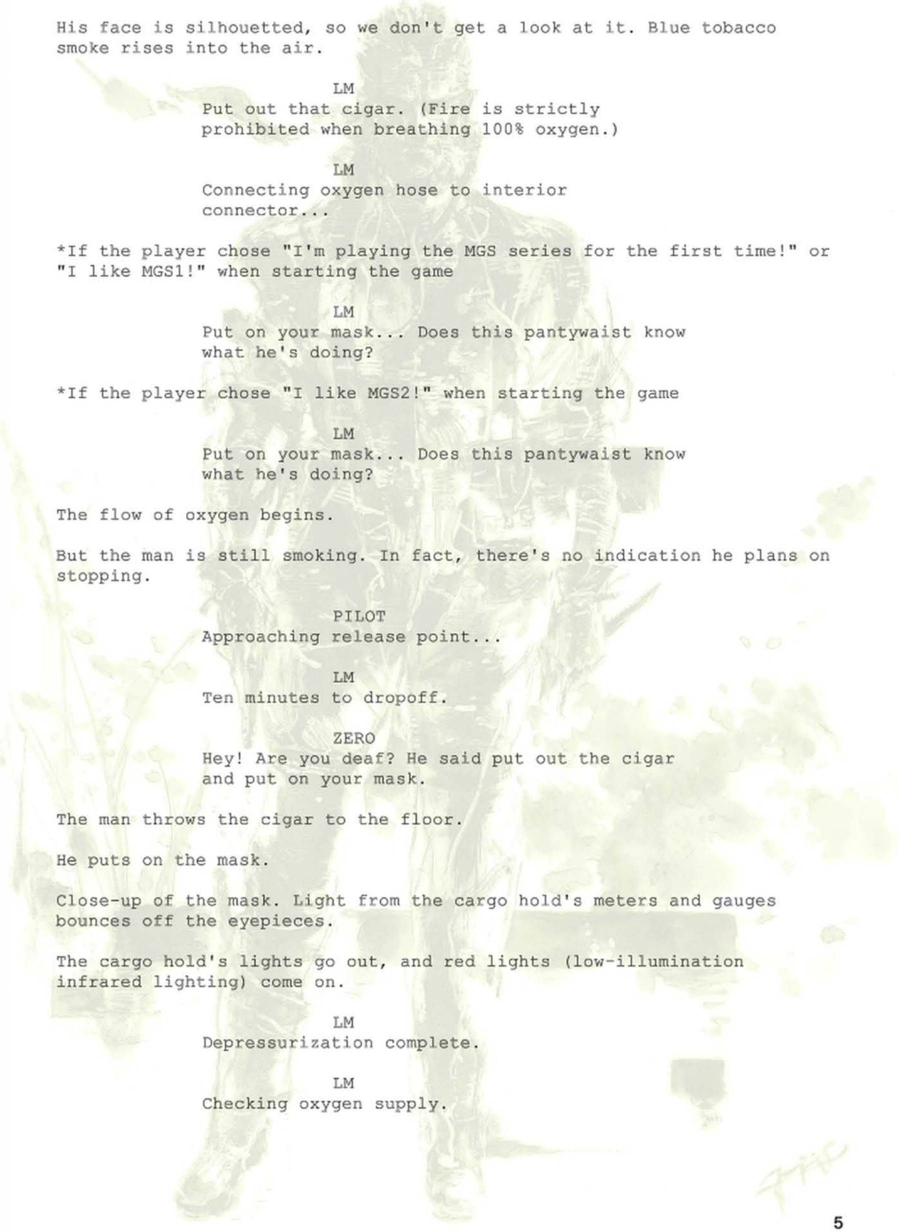
Inside the aircraft, in a prefab, airtight operations room geared for electronic warfare. A figure (Zero) looks over data. Zero is wearing a leather bomber jacket. We get a glimpse of a woman (Para-Medic) next to him. Since the Virtuous Mission is set to take only around three hours, they'll monitor the situation from the air.

ZERO
<over radio> All right, you ready to go?

PILOT
Drop zone still showing a high pressure mass. CAVOK! (Cloud and Visibility OK)

The MC-130E operates independently, without any support whatsoever, so it's equipped with an array of advanced sensors. A screen shows weather radar information.

ZERO
Good, we've got high visibility.



In the cargo hold, a man kicks back with a cigar. We can see the smoke.

His face is silhouetted, so we don't get a look at it. Blue tobacco smoke rises into the air.

LM
Put out that cigar. (Fire is strictly prohibited when breathing 100% oxygen.)

LM
Connecting oxygen hose to interior connector...

*If the player chose "I'm playing the MGS series for the first time!" or "I like MGS1!" when starting the game

LM
Put on your mask... Does this pantywaist know what he's doing?

*If the player chose "I like MGS2!" when starting the game

LM
Put on your mask... Does this pantywaist know what he's doing?

The flow of oxygen begins.

But the man is still smoking. In fact, there's no indication he plans on stopping.

PILOT
Approaching release point...

LM
Ten minutes to dropoff.

ZERO
Hey! Are you deaf? He said put out the cigar and put on your mask.

The man throws the cigar to the floor.

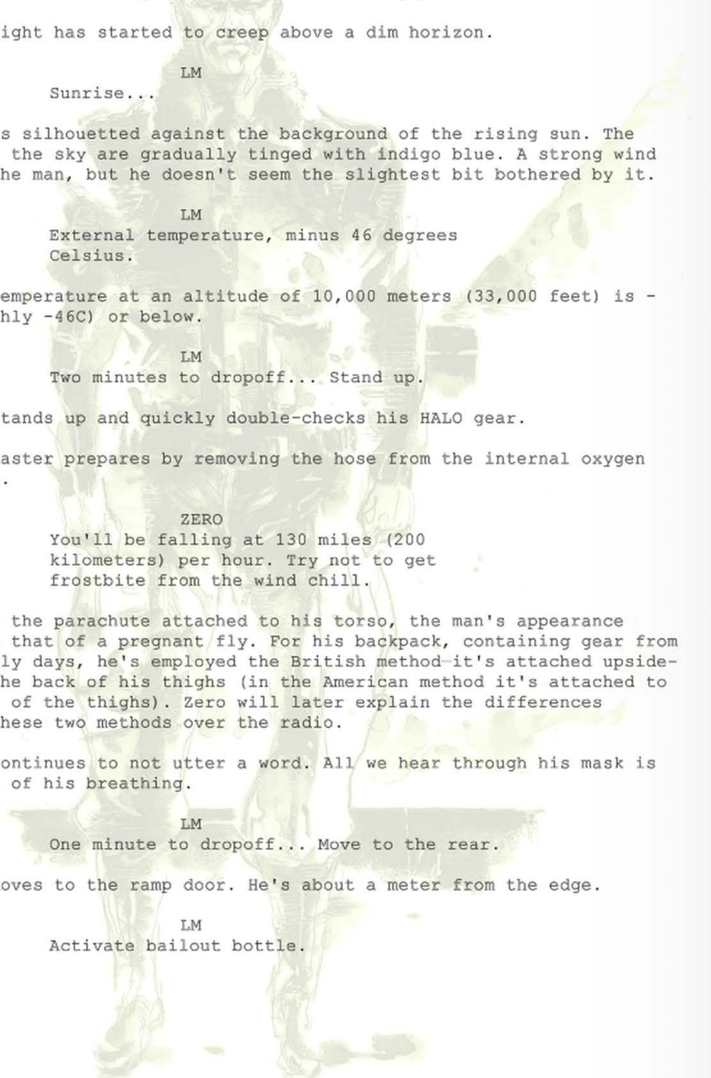
He puts on the mask.

Close-up of the mask. Light from the cargo hold's meters and gauges bounces off the eyepieces.

The cargo hold's lights go out, and red lights (low-illumination infrared lighting) come on.

LM
Depressurization complete.

LM
Checking oxygen supply.



LM

Six minutes to dropoff! Opening rear hatch!

The red lights bring the man into full view. His mask covers his face completely, but through the eyepieces we see an intense stare. The rest of his expression remains hidden. The rear cargo door opens.

This time, the red image of the sun hits the eyepieces.

Morning light has started to creep above a dim horizon.

LM

Sunrise...

The man is silhouetted against the background of the rising sun. The colors of the sky are gradually tinged with indigo blue. A strong wind batters the man, but he doesn't seem the slightest bit bothered by it.

LM

External temperature, minus 46 degrees Celsius.

Outside temperature at an altitude of 10,000 meters (33,000 feet) is -50F (roughly -46C) or below.

LM

Two minutes to dropoff... Stand up.

The man stands up and quickly double-checks his HALO gear.

The loadmaster prepares by removing the hose from the internal oxygen connector.

ZERO

You'll be falling at 130 miles (200 kilometers) per hour. Try not to get frostbite from the wind chill.

Thanks to the parachute attached to his torso, the man's appearance resembles that of a pregnant fly. For his backpack, containing gear from these early days, he's employed the British method—it's attached upside-down to the back of his thighs (in the American method it's attached to the front of the thighs). Zero will later explain the differences between these two methods over the radio.

The man continues to not utter a word. All we hear through his mask is the sound of his breathing.

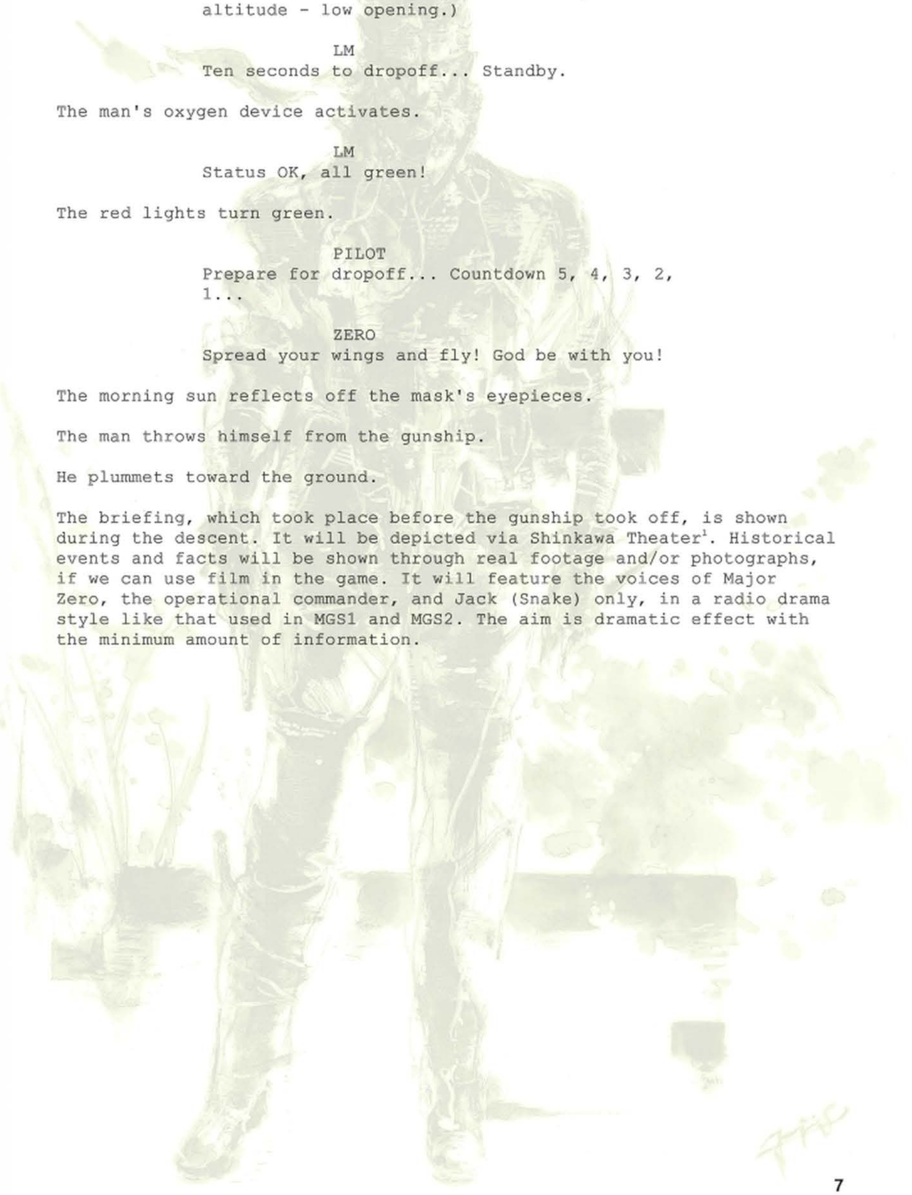
LM

One minute to dropoff... Move to the rear.

The man moves to the ramp door. He's about a meter from the edge.

LM

Activate bailout bottle.



ZERO

This is one for the history books; the world's first HALO jump. (HALO high altitude - low opening.)

LM

Ten seconds to dropoff... Standby.

The man's oxygen device activates.

LM

Status OK, all green!

The red lights turn green.

PILOT

Prepare for dropoff... Countdown 5, 4, 3, 2, 1...

ZERO

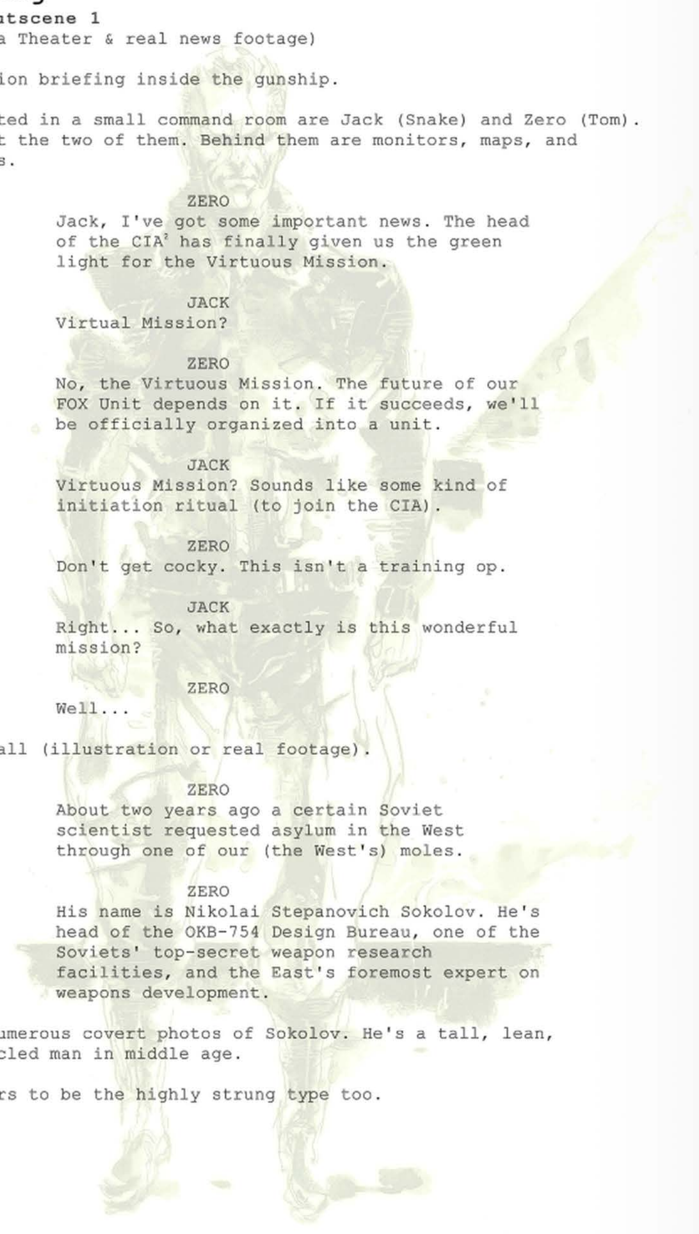
Spread your wings and fly! God be with you!

The morning sun reflects off the mask's eyepieces.

The man throws himself from the gunship.

He plummets toward the ground.

The briefing, which took place before the gunship took off, is shown during the descent. It will be depicted via Shinkawa Theater[1]. Historical events and facts will be shown through real footage and/or photographs, if we can use film in the game. It will feature the voices of Major Zero, the operational commander, and Jack (Snake) only, in a radio drama style like that used in MGS1 and MGS2. The aim is dramatic effect with the minimum amount of information.



Opening

Movie Cutscene 1

(Shinkawa Theater & real news footage)

The mission briefing inside the gunship.

Silhouetted in a small command room are Jack (Snake) and Zero (Tom). It's just the two of them. Behind them are monitors, maps, and documents.

ZERO

Jack, I've got some important news. The head of the CIA[2] has finally given us the green light for the Virtuous Mission.

JACK

Virtual Mission?

ZERO

No, the Virtuous Mission. The future of our FOX Unit depends on it. If it succeeds, we'll be officially organized into a unit.

JACK

Virtuous Mission? Sounds like some kind of initiation ritual (to join the CIA).

ZERO

Don't get cocky. This isn't a training op.

JACK

Right... So, what exactly is this wonderful mission?

ZERO

Well...

Berlin Wall (illustration or real footage).

ZERO

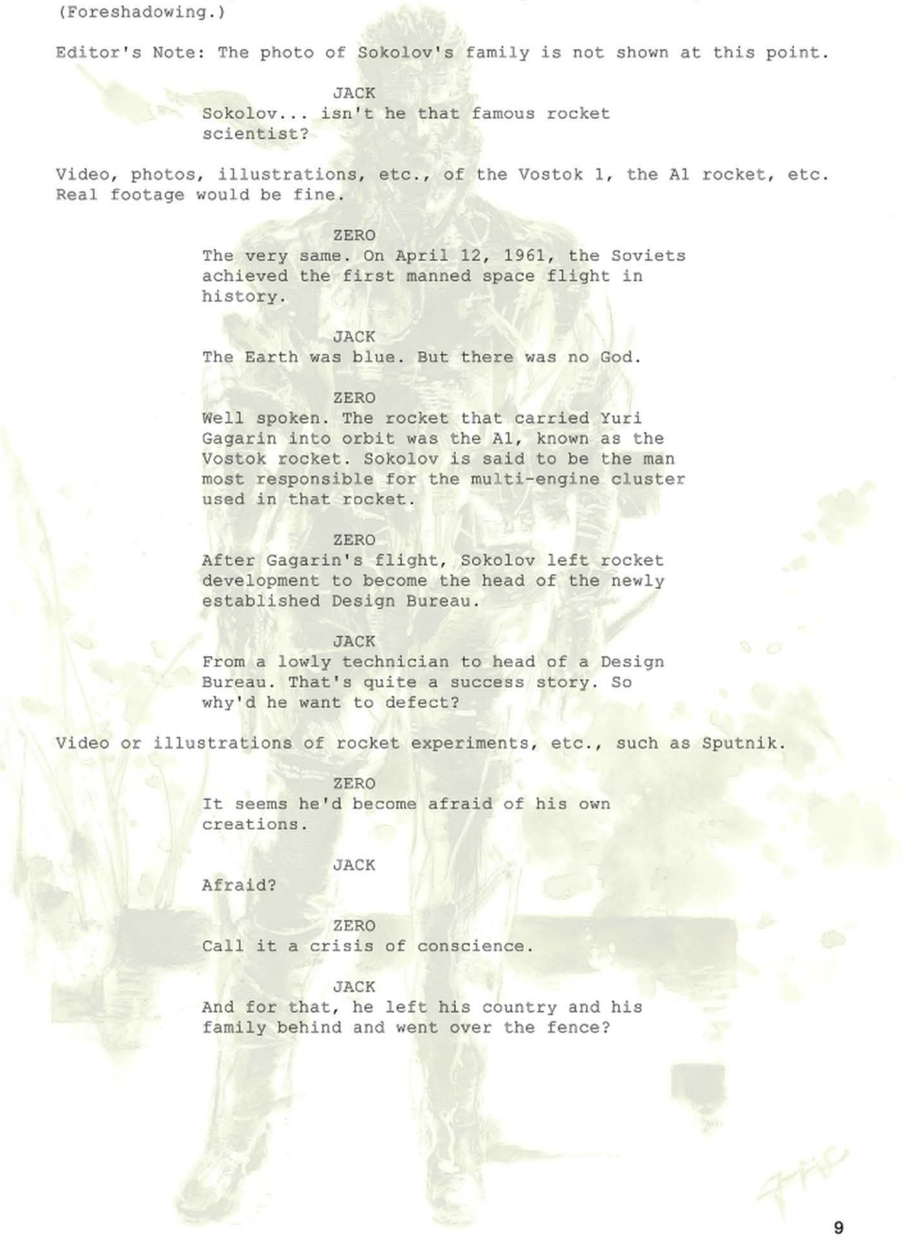
About two years ago a certain Soviet scientist requested asylum in the West through one of our (the West's) moles.

ZERO

His name is Nikolai Stepanovich Sokolov. He's head of the OKB-754 Design Bureau, one of the Soviets' top-secret weapon research facilities, and the East's foremost expert on weapons development.

We see numerous covert photos of Sokolov. He's a tall, lean, bespectacled man in middle age.

He appears to be the highly strung type too.



There is also a photo of him with his family—a wife and daughter. (Foreshadowing.)

Editor's Note: The photo of Sokolov's family is not shown at this point.

JACK

Sokolov... isn't he that famous rocket scientist?

Video, photos, illustrations, etc., of the Vostok 1, the A1 rocket, etc. Real footage would be fine.

ZERO

The very same. On April 12, 1961, the Soviets achieved the first manned space flight in history.

JACK

The Earth was blue. But there was no God.

ZERO

Well spoken. The rocket that carried Yuri Gagarin into orbit was the A1, known as the Vostok rocket. Sokolov is said to be the man most responsible for the multi-engine cluster used in that rocket.

ZERO

After Gagarin's flight, Sokolov left rocket development to become the head of the newly established Design Bureau.

JACK

From a lowly technician to head of a Design Bureau. That's quite a success story. So why'd he want to defect?

Video or illustrations of rocket experiments, etc., such as Sputnik.

ZERO

It seems he'd become afraid of his own creations.

JACK

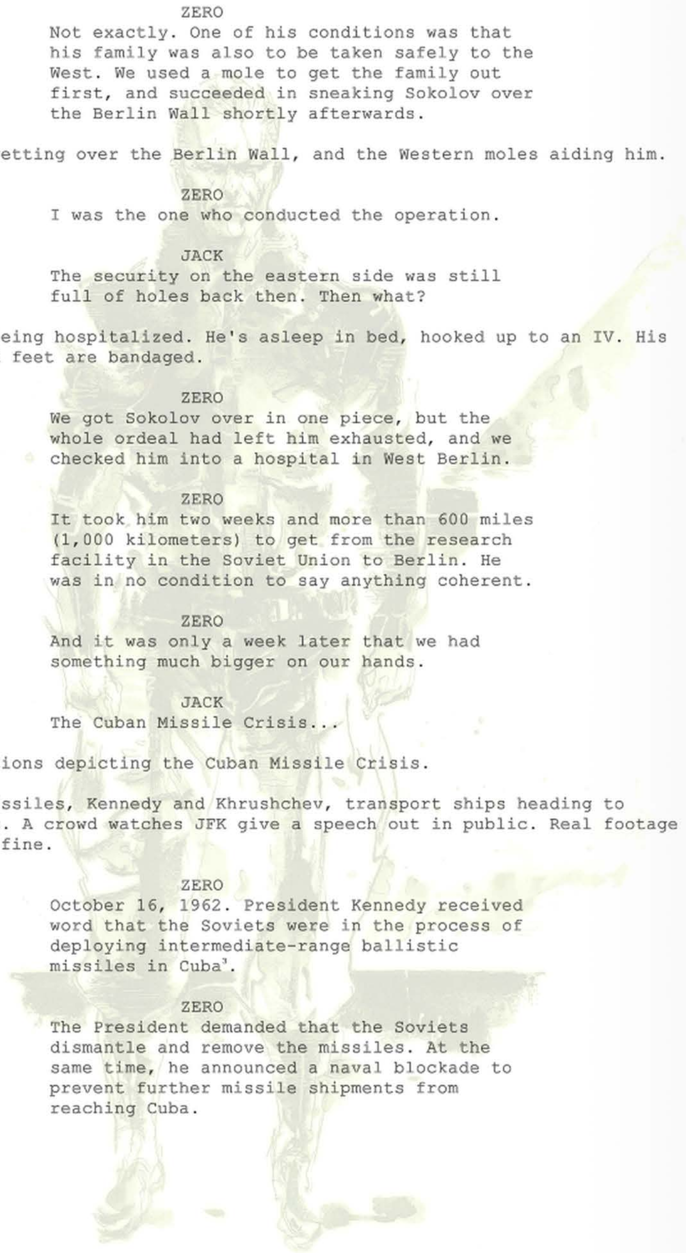
Afraid?

ZERO

Call it a crisis of conscience.

JACK

And for that, he left his country and his family behind and went over the fence?



ZERO
Not exactly. One of his conditions was that his family was also to be taken safely to the West. We used a mole to get the family out first, and succeeded in sneaking Sokolov over the Berlin Wall shortly afterwards.

Sokolov getting over the Berlin Wall, and the Western moles aiding him.

ZERO
I was the one who conducted the operation.

JACK
The security on the eastern side was still full of holes back then. Then what?

Sokolov being hospitalized. He's asleep in bed, hooked up to an IV. His hands and feet are bandaged.

ZERO
We got Sokolov over in one piece, but the whole ordeal had left him exhausted, and we checked him into a hospital in West Berlin.

ZERO
It took him two weeks and more than 600 miles (1,000 kilometers) to get from the research facility in the Soviet Union to Berlin. He was in no condition to say anything coherent.

ZERO
And it was only a week later that we had something much bigger on our hands.

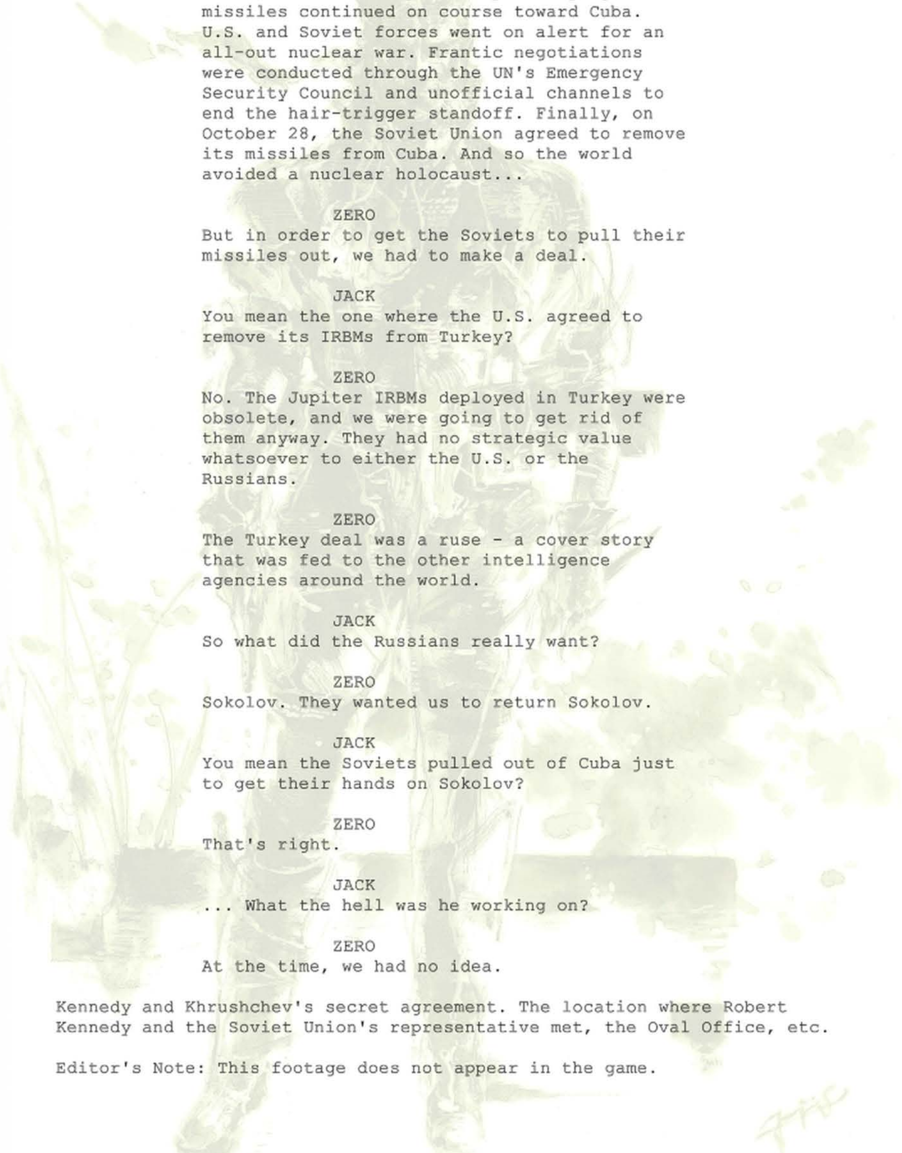
JACK
The Cuban Missile Crisis...

Illustrations depicting the Cuban Missile Crisis.

Cuba's missiles, Kennedy and Khrushchev, transport ships heading to Cuba, etc. A crowd watches JFK give a speech out in public. Real footage would be fine.

ZERO
October 16, 1962. President Kennedy received word that the Soviets were in the process of deploying intermediate-range ballistic missiles in Cuba[3].

ZERO
The President demanded that the Soviets dismantle and remove the missiles. At the same time, he announced a naval blockade to prevent further missile shipments from reaching Cuba.



ZERO
But the Soviets didn't back down, instead placing their armed forces on secondary alert. Soviet transport ships carrying missiles continued on course toward Cuba. U.S. and Soviet forces went on alert for an all-out nuclear war. Frantic negotiations were conducted through the UN's Emergency Security Council and unofficial channels to end the hair-trigger standoff. Finally, on October 28, the Soviet Union agreed to remove its missiles from Cuba. And so the world avoided a nuclear holocaust...

ZERO
But in order to get the Soviets to pull their missiles out, we had to make a deal.

JACK
You mean the one where the U.S. agreed to remove its IRBMs from Turkey?

ZERO
No. The Jupiter IRBMs deployed in Turkey were obsolete, and we were going to get rid of them anyway. They had no strategic value whatsoever to either the U.S. or the Russians.

ZERO
The Turkey deal was a ruse - a cover story that was fed to the other intelligence agencies around the world.

JACK
So what did the Russians really want?

ZERO
Sokolov. They wanted us to return Sokolov.

JACK
You mean the Soviets pulled out of Cuba just to get their hands on Sokolov?

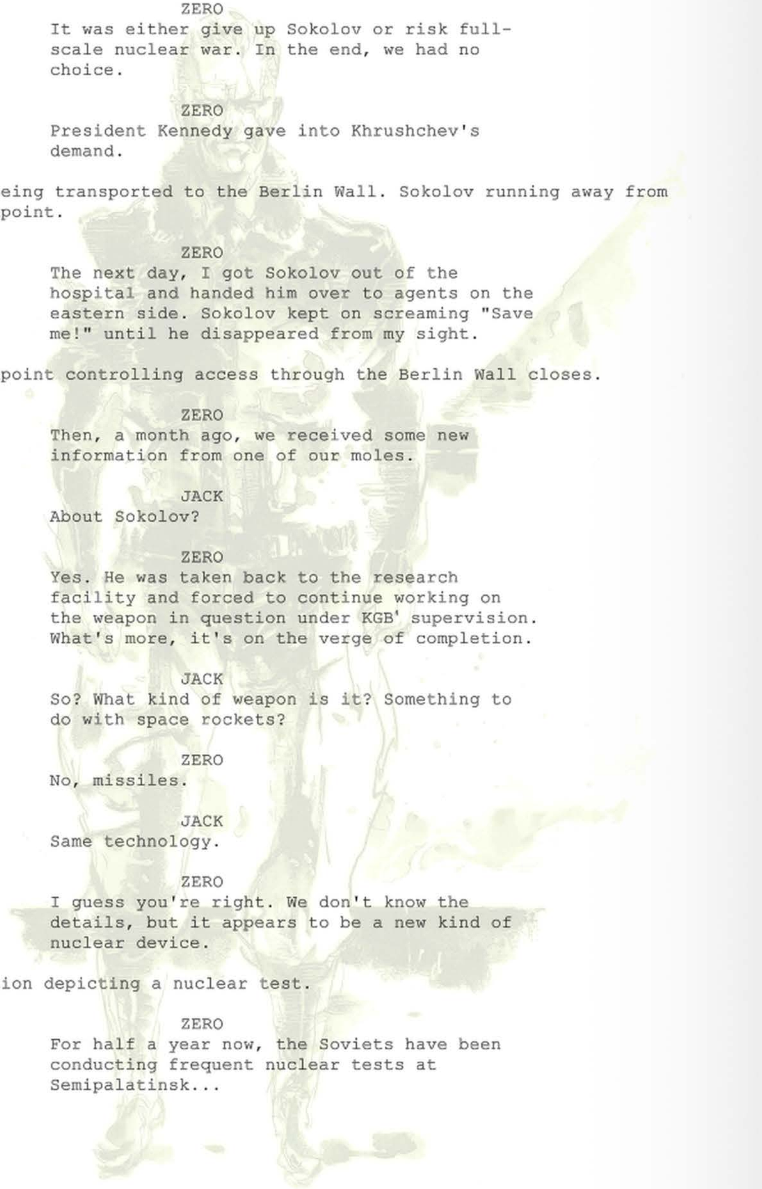
ZERO
That's right.

JACK
... What the hell was he working on?

ZERO
At the time, we had no idea.

Kennedy and Khrushchev's secret agreement. The location where Robert Kennedy and the Soviet Union's representative met, the Oval Office, etc.

Editor's Note: This footage does not appear in the game.



ZERO
We were running out of time.

ZERO
It was either give up Sokolov or risk full-scale nuclear war. In the end, we had no choice.

ZERO
President Kennedy gave into Khrushchev's demand.

Sokolov being transported to the Berlin Wall. Sokolov running away from the checkpoint.

ZERO
The next day, I got Sokolov out of the hospital and handed him over to agents on the eastern side. Sokolov kept on screaming "Save me!" until he disappeared from my sight.

The checkpoint controlling access through the Berlin Wall closes.

ZERO
Then, a month ago, we received some new information from one of our moles.

JACK
About Sokolov?

ZERO
Yes. He was taken back to the research facility and forced to continue working on the weapon in question under KGB' supervision. What's more, it's on the verge of completion.

JACK
So? What kind of weapon is it? Something to do with space rockets?

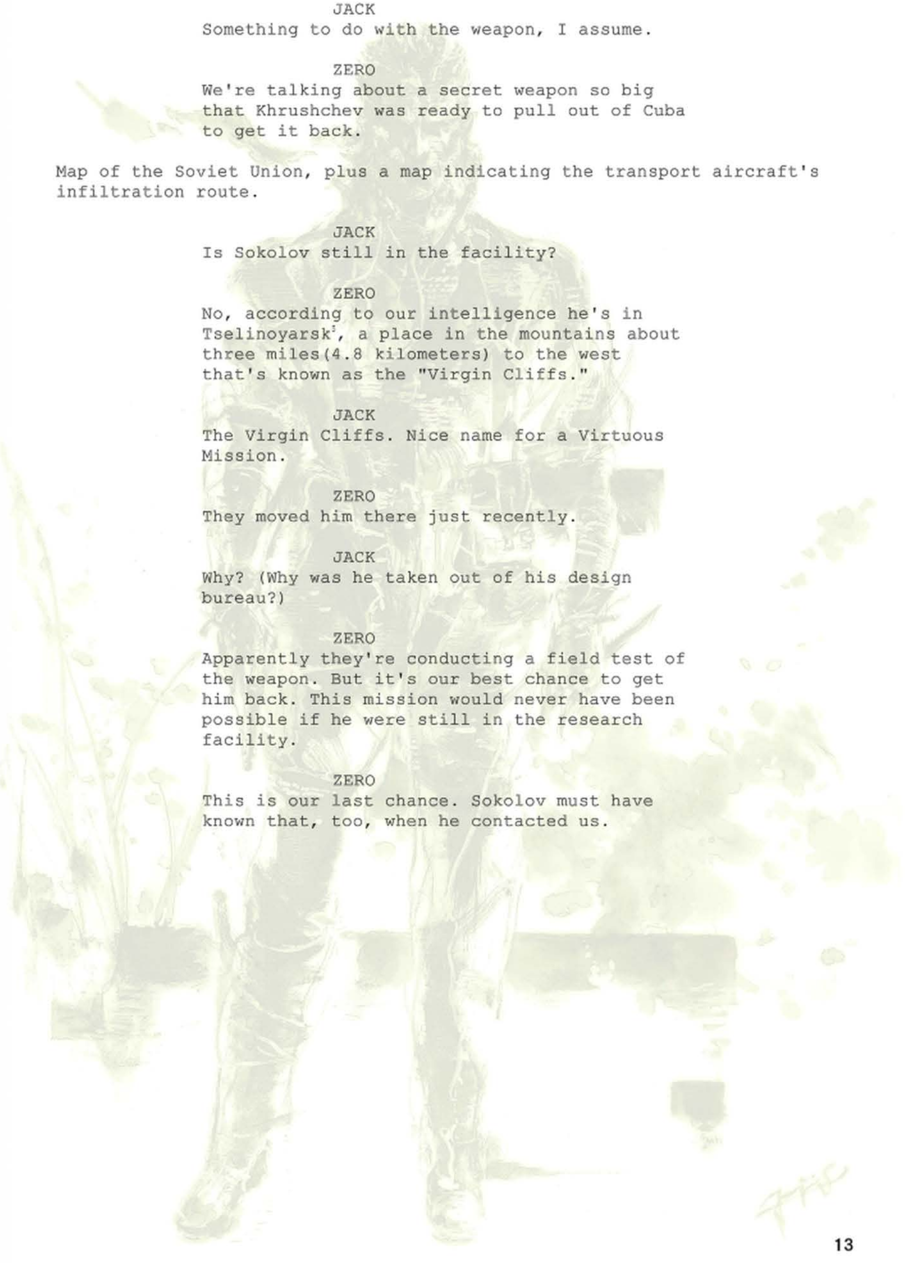
ZERO
No, missiles.

JACK
Same technology.

ZERO
I guess you're right. We don't know the details, but it appears to be a new kind of nuclear device.

Illustration depicting a nuclear test.

ZERO
For half a year now, the Soviets have been conducting frequent nuclear tests at Semipalatinsk...



JACK
Something to do with the weapon, I assume.

ZERO
We're talking about a secret weapon so big that Khrushchev was ready to pull out of Cuba to get it back.

Map of the Soviet Union, plus a map indicating the transport aircraft's infiltration route.

JACK
Is Sokolov still in the facility?

ZERO
No, according to our intelligence he's in Tselinoyarsk[3], a place in the mountains about three miles(4.8 kilometers) to the west that's known as the "Virgin Cliffs."

JACK
The Virgin Cliffs. Nice name for a Virtuous Mission.

ZERO
They moved him there just recently.

JACK
Why? (Why was he taken out of his design bureau?)

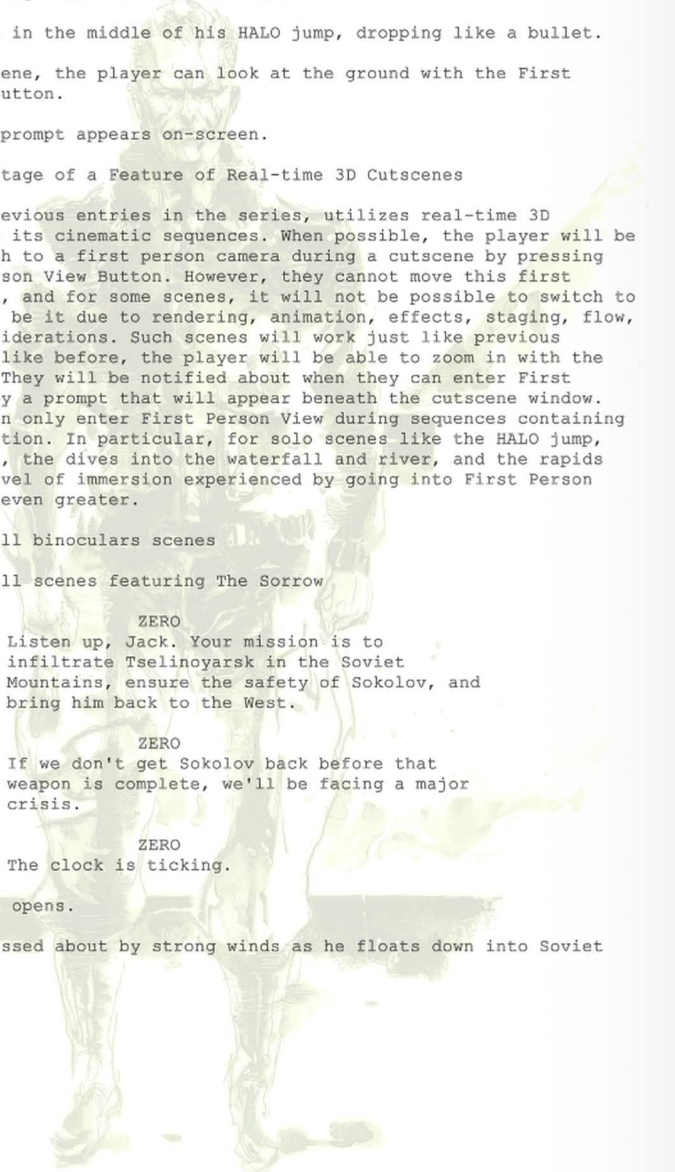
ZERO
Apparently they're conducting a field test of the weapon. But it's our best chance to get him back. This mission would never have been possible if he were still in the research facility.

ZERO
This is our last chance. Sokolov must have known that, too, when he contacted us.

Opening

3D Cutscene 2

(morning - change view button available)



Jack is still in the middle of his HALO jump, dropping like a bullet.

In this cutscene, the player can look at the ground with the First Person View Button.

First person prompt appears on-screen.

*Taking Advantage of a Feature of Real-time 3D Cutscenes

MGS3, like previous entries in the series, utilizes real-time 3D cutscenes for its cinematic sequences. When possible, the player will be able to switch to a first person camera during a cutscene by pressing the First Person View Button. However, they cannot move this first person camera, and for some scenes, it will not be possible to switch to first person, be it due to rendering, animation, effects, staging, flow, or other considerations. Such scenes will work just like previous titles. Also like before, the player will be able to zoom in with the right stick. They will be notified about when they can enter First Person View by a prompt that will appear beneath the cutscene window. The player can only enter First Person View during sequences containing this notification. In particular, for solo scenes like the HALO jump, jungle scenes, the dives into the waterfall and river, and the rapids scene, the level of immersion experienced by going into First Person View will be even greater.

•Applies to all binoculars scenes

•Applies to all scenes featuring The Sorrow

ZERO

Listen up, Jack. Your mission is to infiltrate Tselinoyarsk in the Soviet Mountains, ensure the safety of Sokolov, and bring him back to the West.

ZERO

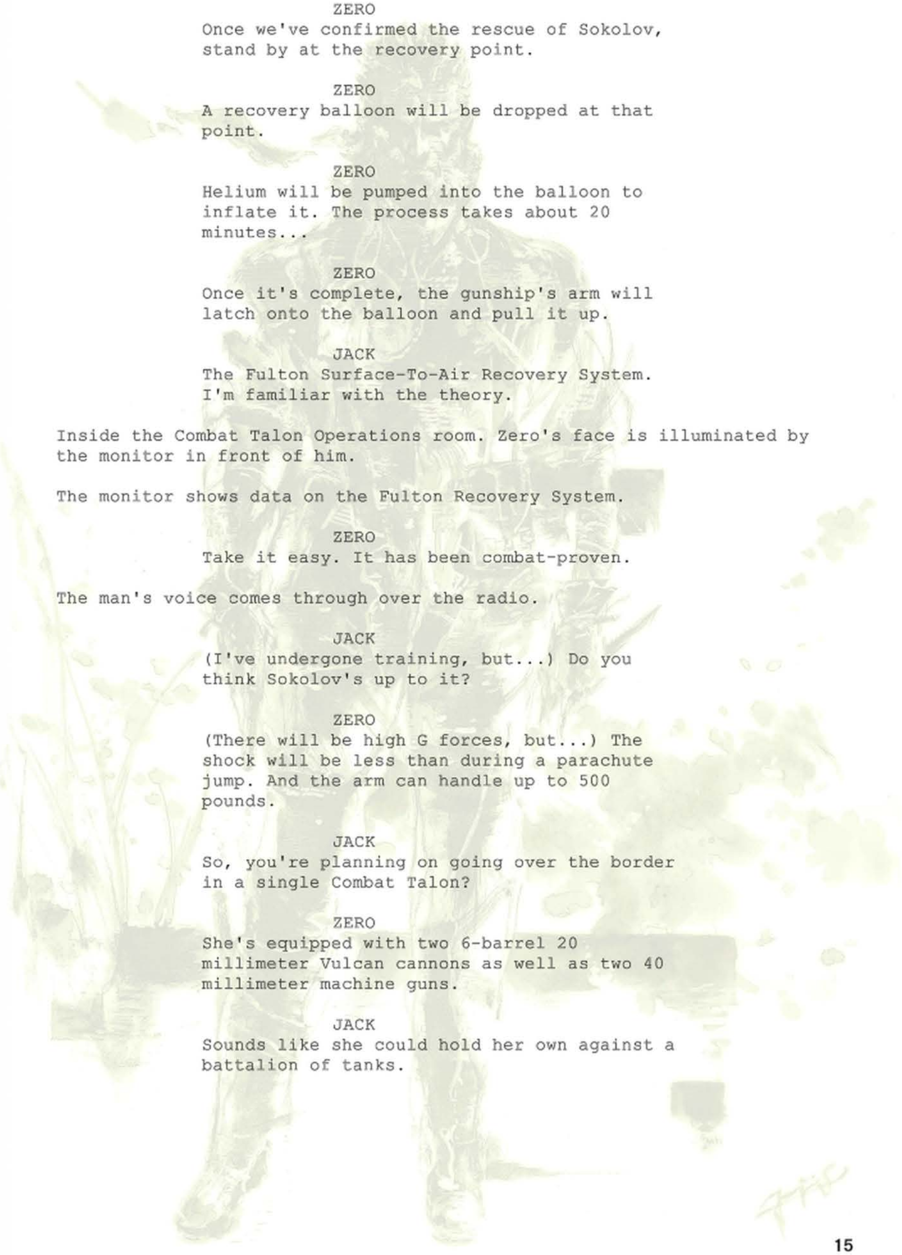
If we don't get Sokolov back before that weapon is complete, we'll be facing a major crisis.

ZERO

The clock is ticking.

The parachute opens.

The man is tossed about by strong winds as he floats down into Soviet territory.



ZERO

Once we've confirmed the rescue of Sokolov, stand by at the recovery point.

ZERO

A recovery balloon will be dropped at that point.

ZERO

Helium will be pumped into the balloon to inflate it. The process takes about 20 minutes...

ZERO

Once it's complete, the gunship's arm will latch onto the balloon and pull it up.

JACK

The Fulton Surface-To-Air Recovery System. I'm familiar with the theory.

Inside the Combat Talon Operations room. Zero's face is illuminated by the monitor in front of him.

The monitor shows data on the Fulton Recovery System.

ZERO

Take it easy. It has been combat-proven.

The man's voice comes through over the radio.

JACK

(I've undergone training, but...) Do you think Sokolov's up to it?

ZERO

(There will be high G forces, but...) The shock will be less than during a parachute jump. And the arm can handle up to 500 pounds.

JACK

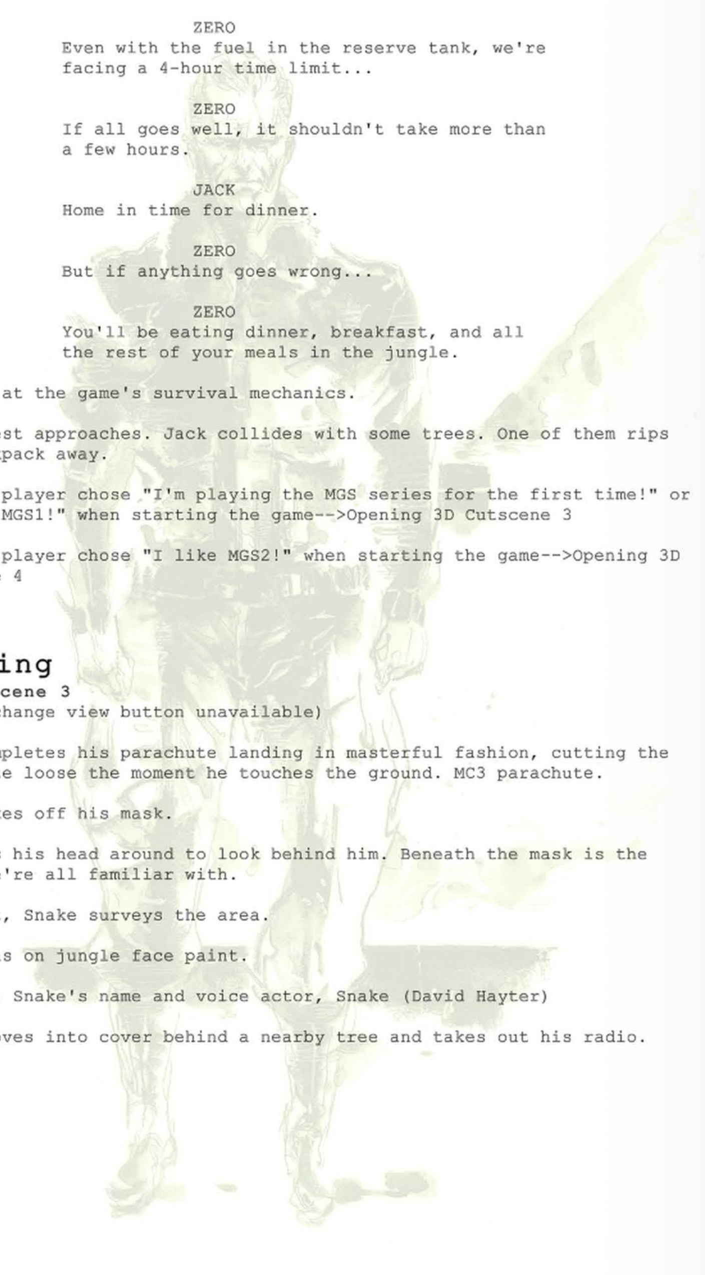
So, you're planning on going over the border in a single Combat Talon?

ZERO

She's equipped with two 6-barrel 20 millimeter Vulcan cannons as well as two 40 millimeter machine guns.

JACK

Sounds like she could hold her own against a battalion of tanks.



The man continues his rapid descent.

ZERO
Even with the fuel in the reserve tank, we're
facing a 4-hour time limit...

ZERO
If all goes well, it shouldn't take more than
a few hours.

JACK
Home in time for dinner.

ZERO
But if anything goes wrong...

ZERO
You'll be eating dinner, breakfast, and all
the rest of your meals in the jungle.

Hinting at the game's survival mechanics.

The forest approaches. Jack collides with some trees. One of them rips his backpack away.

*If the player chose "I'm playing the MGS series for the first time!" or "I like MGS1!" when starting the game-->Opening 3D Cutscene 3

*If the player chose "I like MGS2!" when starting the game-->Opening 3D Cutscene 4

Opening

3D Cutscene 3

(day - change view button unavailable)

Jack completes his parachute landing in masterful fashion, cutting the parachute loose the moment he touches the ground. MC3 parachute.

Jack takes off his mask.

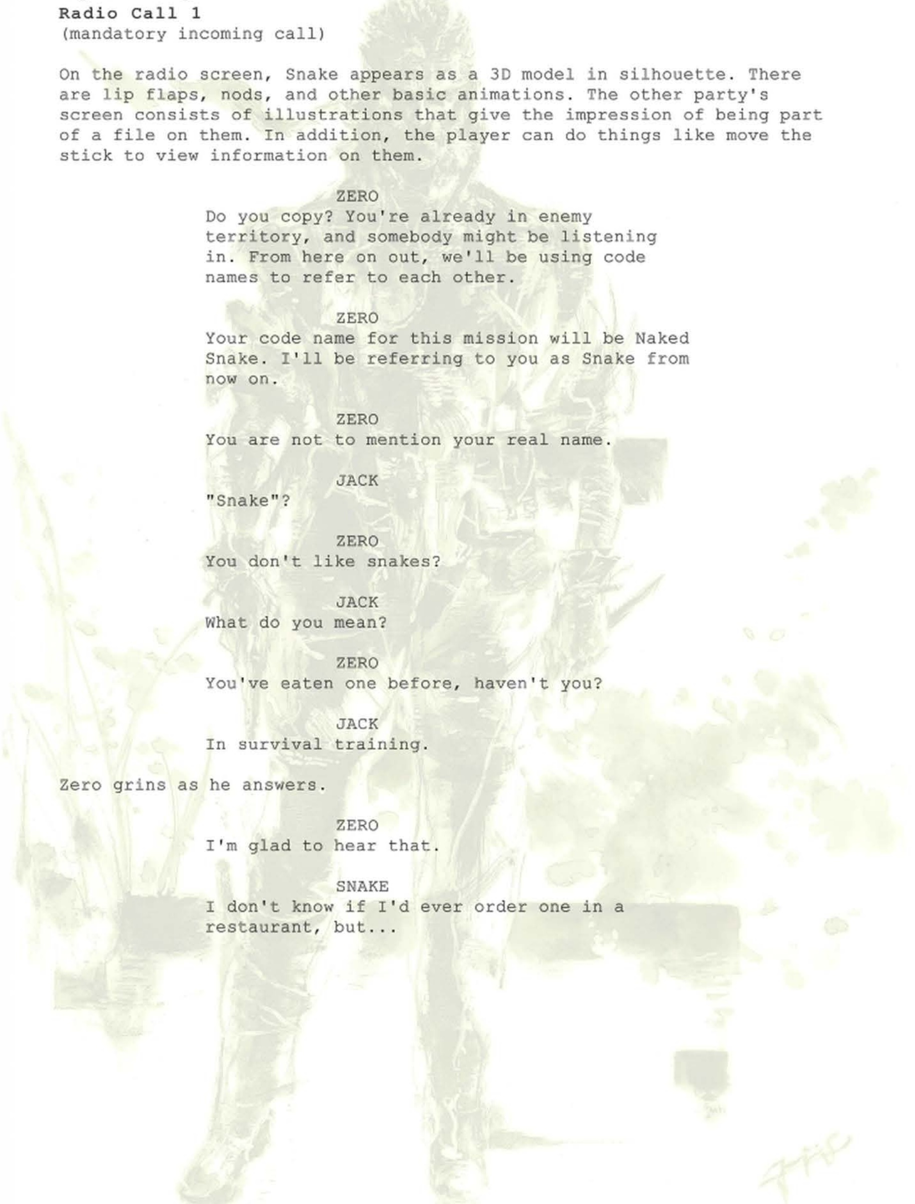
He snaps his head around to look behind him. Beneath the mask is the Snake we're all familiar with.

Vigilant, Snake surveys the area.

Snake has on jungle face paint.

Caption: Snake's name and voice actor, Snake (David Hayter)

Snake moves into cover behind a nearby tree and takes out his radio.



Opening

Radio Call 1

(mandatory incoming call)

On the radio screen, Snake appears as a 3D model in silhouette. There are lip flaps, nods, and other basic animations. The other party's screen consists of illustrations that give the impression of being part of a file on them. In addition, the player can do things like move the stick to view information on them.

ZERO
Do you copy? You're already in enemy territory, and somebody might be listening in. From here on out, we'll be using code names to refer to each other.

ZERO
Your code name for this mission will be Naked Snake. I'll be referring to you as Snake from now on.

ZERO
You are not to mention your real name.

JACK
"Snake"?

ZERO
You don't like snakes?

JACK
What do you mean?

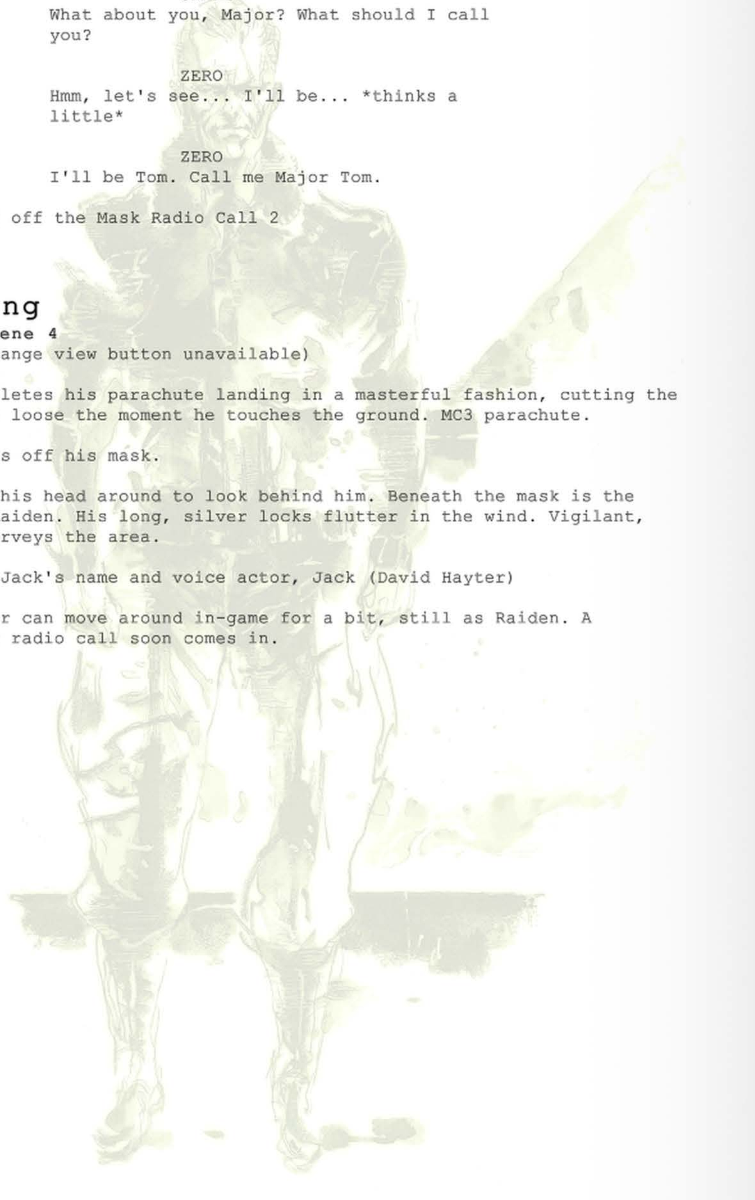
ZERO
You've eaten one before, haven't you?

JACK
In survival training.

Zero grins as he answers.

ZERO
I'm glad to hear that.

SNAKE
I don't know if I'd ever order one in a restaurant, but...



ZERO
Be careful. You might not have a choice.

SNAKE
What about you, Major? What should I call you?

ZERO
Hmm, let's see... I'll be... *thinks a little*

ZERO
I'll be Tom. Call me Major Tom.

-->Taking off the Mask Radio Call 2

Opening

3D Cutscene 4

(day - change view button unavailable)

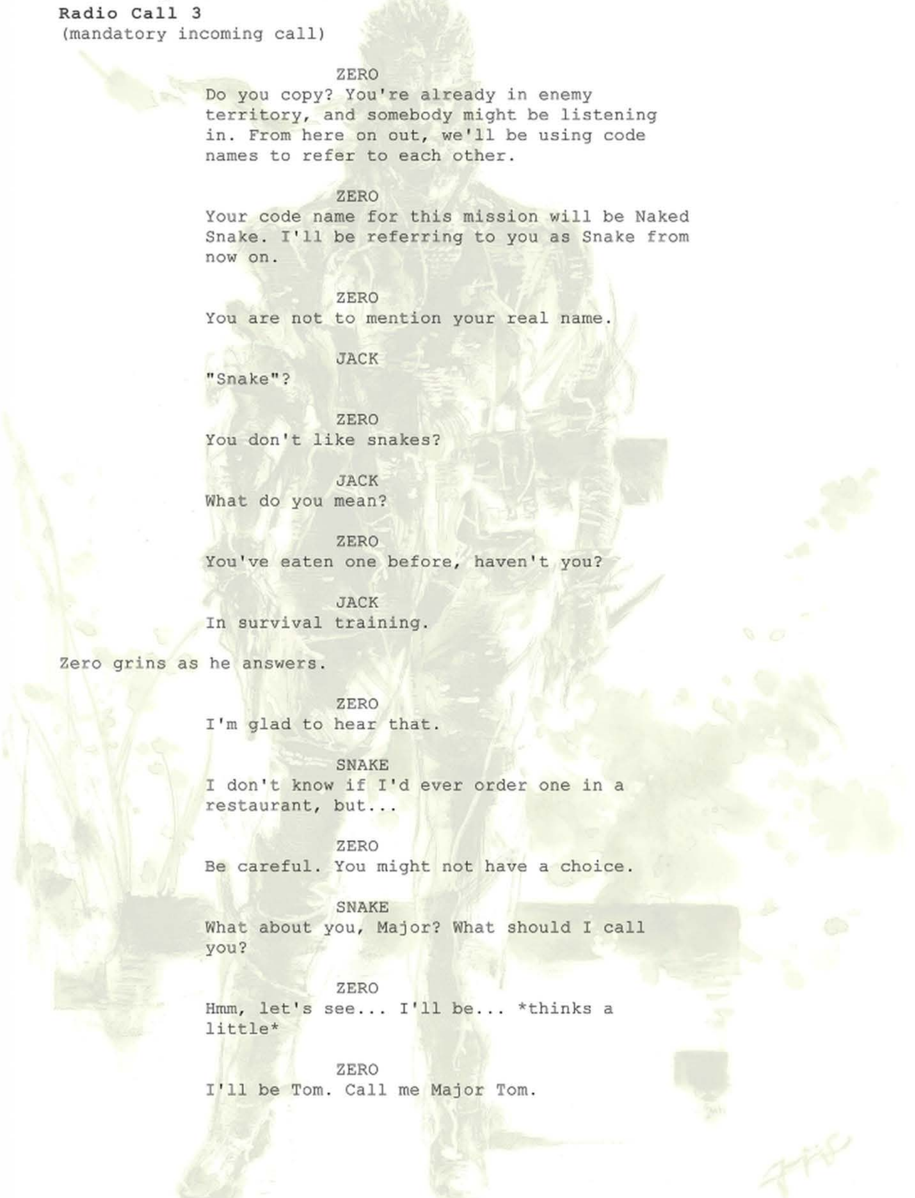
Jack completes his parachute landing in a masterful fashion, cutting the parachute loose the moment he touches the ground. MC3 parachute.

Jack takes off his mask.

He snaps his head around to look behind him. Beneath the mask is the face of Raiden. His long, silver locks flutter in the wind. Vigilant, Raiden surveys the area.

Caption: Jack's name and voice actor, Jack (David Hayter)

The player can move around in-game for a bit, still as Raiden. A mandatory radio call soon comes in.



Taking Off the Mask

Radio Call 3

(mandatory incoming call)

ZERO

Do you copy? You're already in enemy territory, and somebody might be listening in. From here on out, we'll be using code names to refer to each other.

ZERO

Your code name for this mission will be Naked Snake. I'll be referring to you as Snake from now on.

ZERO

You are not to mention your real name.

JACK

"Snake"?

ZERO

You don't like snakes?

JACK

What do you mean?

ZERO

You've eaten one before, haven't you?

JACK

In survival training.

Zero grins as he answers.

ZERO

I'm glad to hear that.

SNAKE

I don't know if I'd ever order one in a restaurant, but...

ZERO

Be careful. You might not have a choice.

SNAKE

What about you, Major? What should I call you?

ZERO

Hmm, let's see... I'll be... *thinks a little*

ZERO

I'll be Tom. Call me Major Tom.

MAJOR TOM

Oh, and Snake...

SNAKE

Yeah?

MAJOR TOM

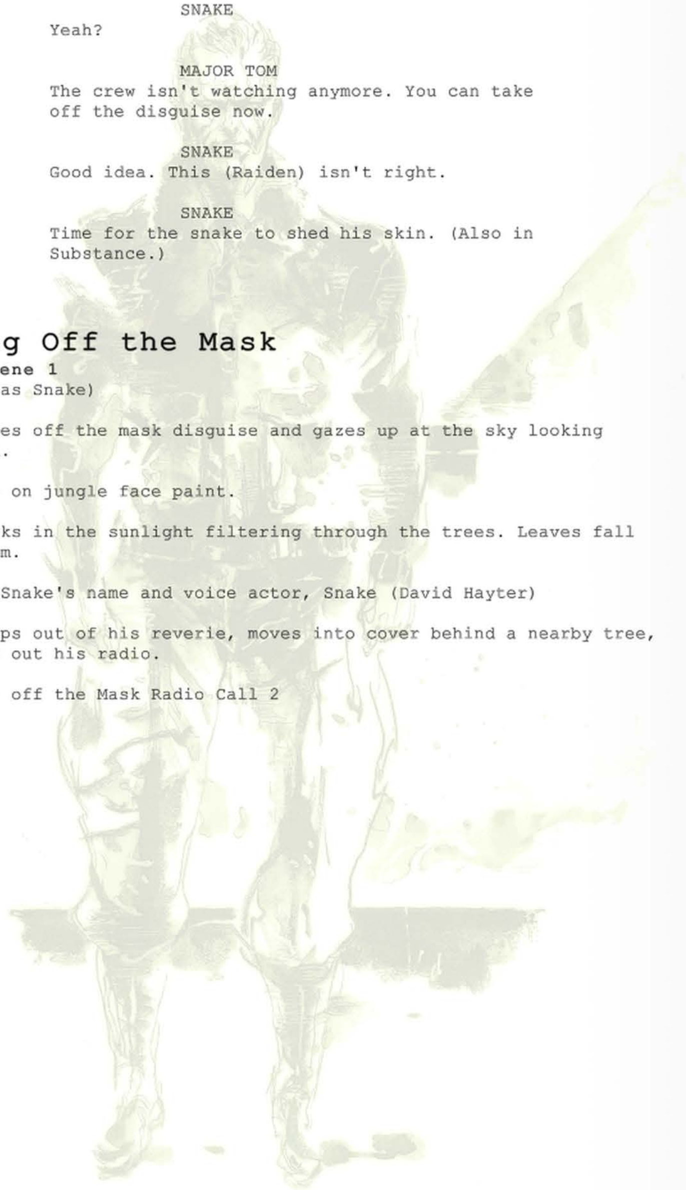
The crew isn't watching anymore. You can take off the disguise now.

SNAKE

Good idea. This (Raiden) isn't right.

SNAKE

Time for the snake to shed his skin. (Also in Substance.)



Taking Off the Mask

3D Cutscene 1

(do-over as Snake)

Snake takes off the mask disguise and gazes up at the sky looking refreshed.

Snake has on jungle face paint.

Snake basks in the sunlight filtering through the trees. Leaves fall around him.

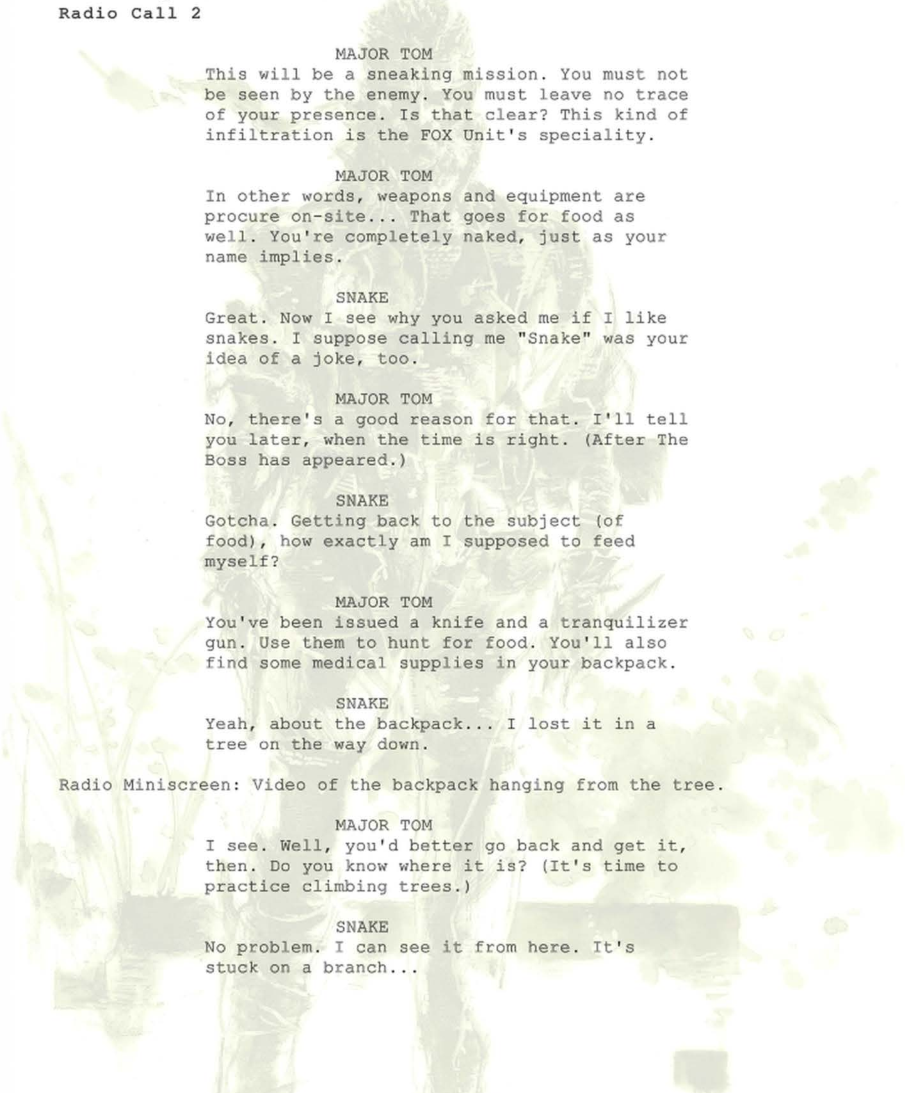
Caption: Snake's name and voice actor, Snake (David Hayter)

Snake snaps out of his reverie, moves into cover behind a nearby tree, and takes out his radio.

-->Taking off the Mask Radio Call 2

Taking off the Mask

Radio Call 2



MAJOR TOM

This will be a sneaking mission. You must not be seen by the enemy. You must leave no trace of your presence. Is that clear? This kind of infiltration is the FOX Unit's speciality.

MAJOR TOM

In other words, weapons and equipment are procure on-site... That goes for food as well. You're completely naked, just as your name implies.

SNAKE

Great. Now I see why you asked me if I like snakes. I suppose calling me "Snake" was your idea of a joke, too.

MAJOR TOM

No, there's a good reason for that. I'll tell you later, when the time is right. (After The Boss has appeared.)

SNAKE

Gotcha. Getting back to the subject (of food), how exactly am I supposed to feed myself?

MAJOR TOM

You've been issued a knife and a tranquilizer gun. Use them to hunt for food. You'll also find some medical supplies in your backpack.

SNAKE

Yeah, about the backpack... I lost it in a tree on the way down.

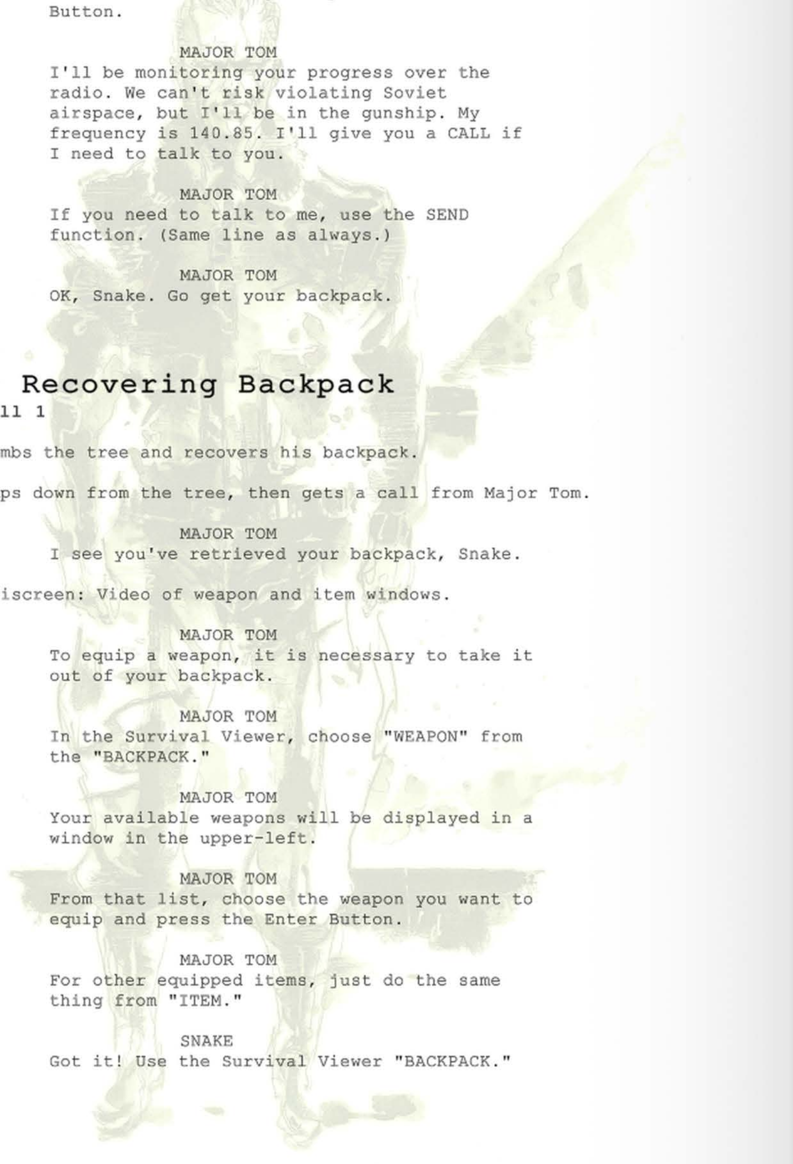
Radio Miniscreen: Video of the backpack hanging from the tree.

MAJOR TOM

I see. Well, you'd better go back and get it, then. Do you know where it is? (It's time to practice climbing trees.)

SNAKE

No problem. I can see it from here. It's stuck on a branch...



Radio Miniscreen: Video of Snake climbing the tree.

MAJOR TOM
To climb a tree, stand in front of a tree that's covered in ivy and press the Action Button.

MAJOR TOM
I'll be monitoring your progress over the radio. We can't risk violating Soviet airspace, but I'll be in the gunship. My frequency is 140.85. I'll give you a CALL if I need to talk to you.

MAJOR TOM
If you need to talk to me, use the SEND function. (Same line as always.)

MAJOR TOM
OK, Snake. Go get your backpack.

After Recovering Backpack

Radio Call 1

Snake climbs the tree and recovers his backpack.

Snake jumps down from the tree, then gets a call from Major Tom.

MAJOR TOM
I see you've retrieved your backpack, Snake.

Radio Miniscreen: Video of weapon and item windows.

MAJOR TOM
To equip a weapon, it is necessary to take it out of your backpack.

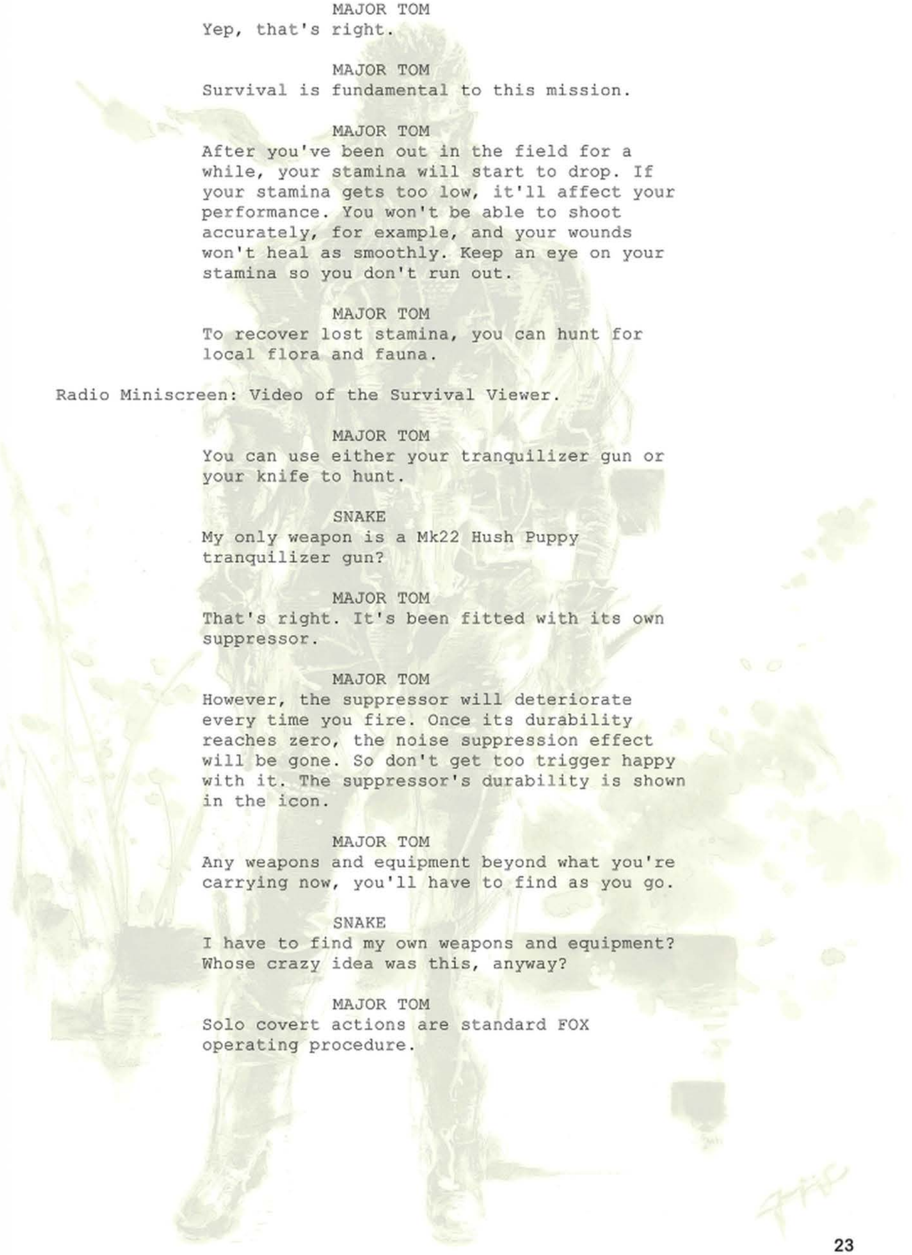
MAJOR TOM
In the Survival Viewer, choose "WEAPON" from the "BACKPACK."

MAJOR TOM
Your available weapons will be displayed in a window in the upper-left.

MAJOR TOM
From that list, choose the weapon you want to equip and press the Enter Button.

MAJOR TOM
For other equipped items, just do the same thing from "ITEM."

SNAKE
Got it! Use the Survival Viewer "BACKPACK."



MAJOR TOM
Yep, that's right.

MAJOR TOM
Survival is fundamental to this mission.

MAJOR TOM
After you've been out in the field for a while, your stamina will start to drop. If your stamina gets too low, it'll affect your performance. You won't be able to shoot accurately, for example, and your wounds won't heal as smoothly. Keep an eye on your stamina so you don't run out.

MAJOR TOM
To recover lost stamina, you can hunt for local flora and fauna.

Radio Miniscreen: Video of the Survival Viewer.

MAJOR TOM
You can use either your tranquilizer gun or your knife to hunt.

SNAKE
My only weapon is a Mk22 Hush Puppy tranquilizer gun?

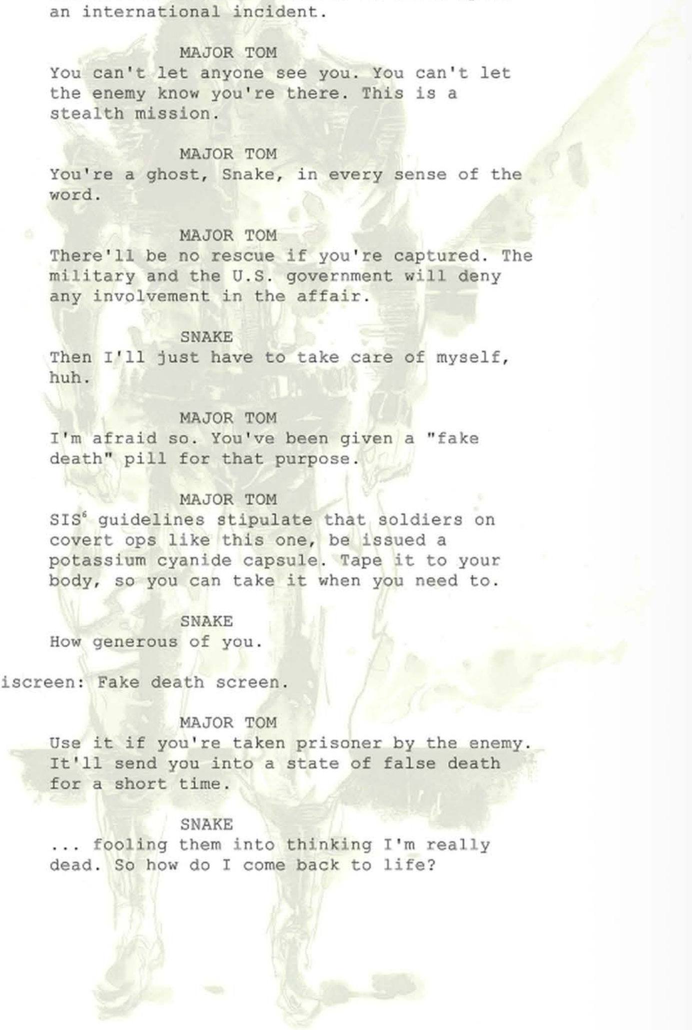
MAJOR TOM
That's right. It's been fitted with its own suppressor.

MAJOR TOM
However, the suppressor will deteriorate every time you fire. Once its durability reaches zero, the noise suppression effect will be gone. So don't get too trigger happy with it. The suppressor's durability is shown in the icon.

MAJOR TOM
Any weapons and equipment beyond what you're carrying now, you'll have to find as you go.

SNAKE
I have to find my own weapons and equipment? Whose crazy idea was this, anyway?

MAJOR TOM
Solo covert actions are standard FOX operating procedure.



MAJOR TOM
You can't leave any traces of your presence. No weapons, equipment, footprints, sweat, or bodily wastes - the same goes for bullets and cartridges, too.

MAJOR TOM
Your presence in enemy territory is already a violation of international conventions of warfare. There aren't supposed to be any American soldiers in Russia. It could spark an international incident.

MAJOR TOM
You can't let anyone see you. You can't let the enemy know you're there. This is a stealth mission.

MAJOR TOM
You're a ghost, Snake, in every sense of the word.

MAJOR TOM
There'll be no rescue if you're captured. The military and the U.S. government will deny any involvement in the affair.

SNAKE
Then I'll just have to take care of myself, huh.

MAJOR TOM
I'm afraid so. You've been given a "fake death" pill for that purpose.

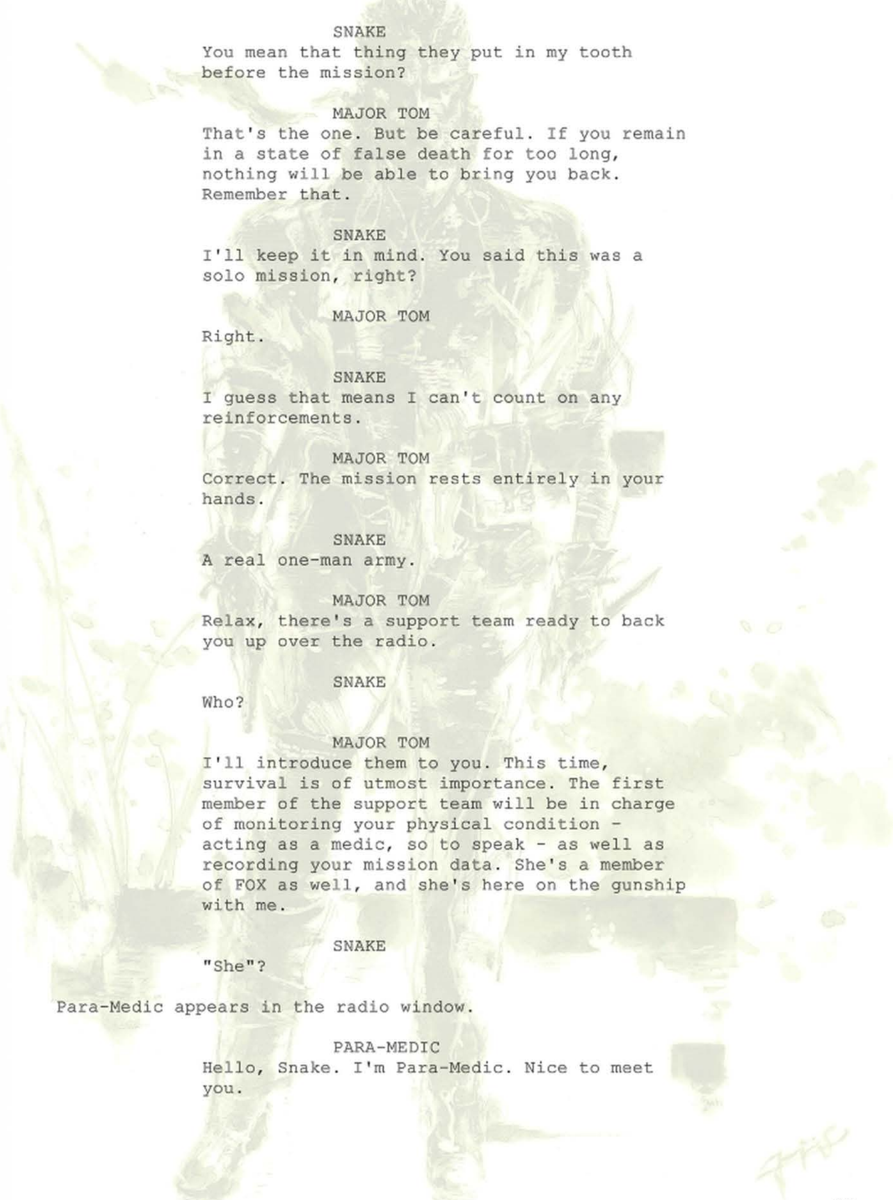
MAJOR TOM
SIS[6] guidelines stipulate that soldiers on covert ops like this one, be issued a potassium cyanide capsule. Tape it to your body, so you can take it when you need to.

SNAKE
How generous of you.

Radio Miniscreen: Fake death screen.

MAJOR TOM
Use it if you're taken prisoner by the enemy. It'll send you into a state of false death for a short time.

SNAKE
... fooling them into thinking I'm really dead. So how do I come back to life?



MAJOR TOM
Just take the revival pill.

SNAKE
You mean that thing they put in my tooth before the mission?

MAJOR TOM
That's the one. But be careful. If you remain in a state of false death for too long, nothing will be able to bring you back. Remember that.

SNAKE
I'll keep it in mind. You said this was a solo mission, right?

MAJOR TOM
Right.

SNAKE
I guess that means I can't count on any reinforcements.

MAJOR TOM
Correct. The mission rests entirely in your hands.

SNAKE
A real one-man army.

MAJOR TOM
Relax, there's a support team ready to back you up over the radio.

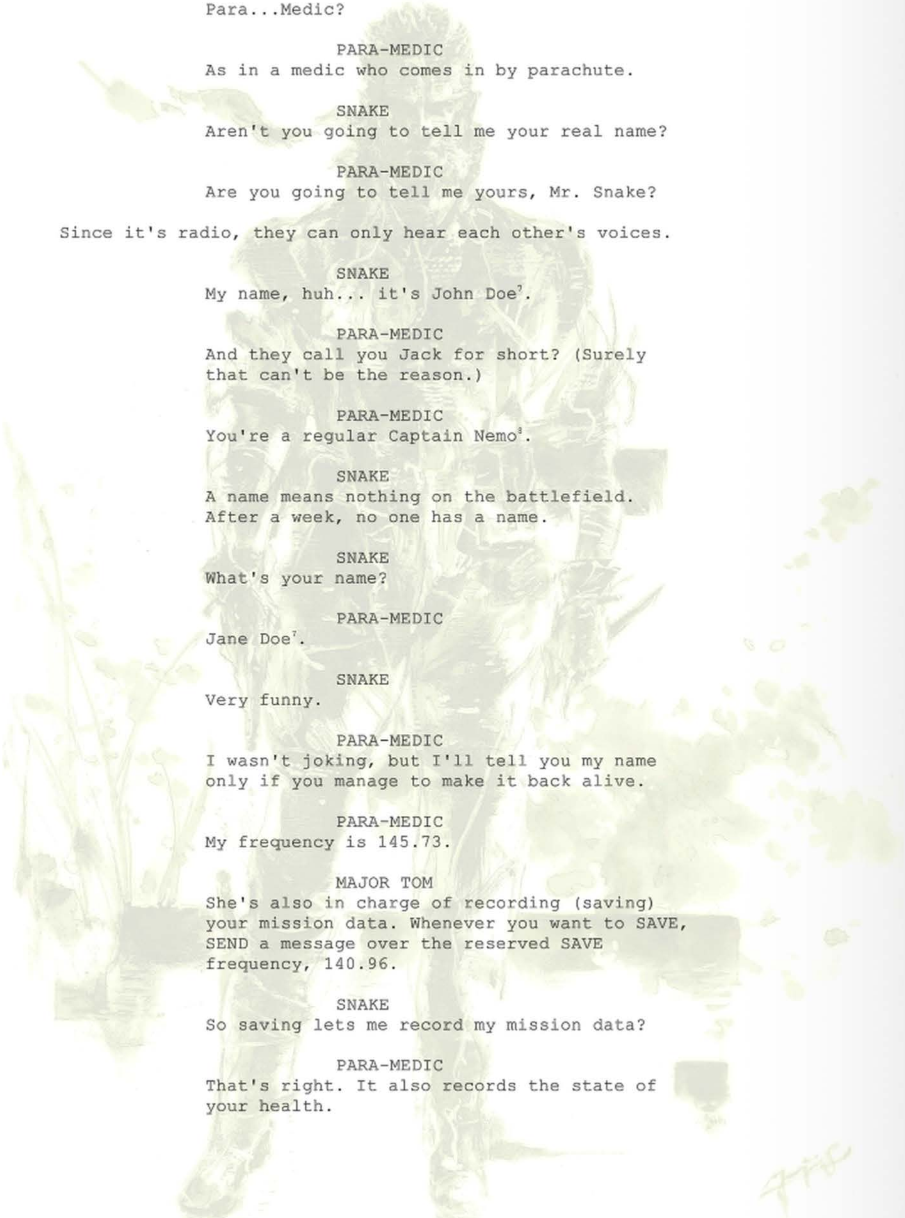
SNAKE
Who?

MAJOR TOM
I'll introduce them to you. This time, survival is of utmost importance. The first member of the support team will be in charge of monitoring your physical condition - acting as a medic, so to speak - as well as recording your mission data. She's a member of FOX as well, and she's here on the gunship with me.

SNAKE
"She"?

Para-Medic appears in the radio window.

PARA-MEDIC
Hello, Snake. I'm Para-Medic. Nice to meet you.



SNAKE
Para...Medic?

PARA-MEDIC
As in a medic who comes in by parachute.

SNAKE
Aren't you going to tell me your real name?

PARA-MEDIC
Are you going to tell me yours, Mr. Snake?

Since it's radio, they can only hear each other's voices.

SNAKE
My name, huh... it's John Doe[7].

PARA-MEDIC
And they call you Jack for short? (Surely that can't be the reason.)

PARA-MEDIC
You're a regular Captain Nemo[8].

SNAKE
A name means nothing on the battlefield. After a week, no one has a name.

SNAKE
What's your name?

PARA-MEDIC
Jane Doe[7].

SNAKE
Very funny.

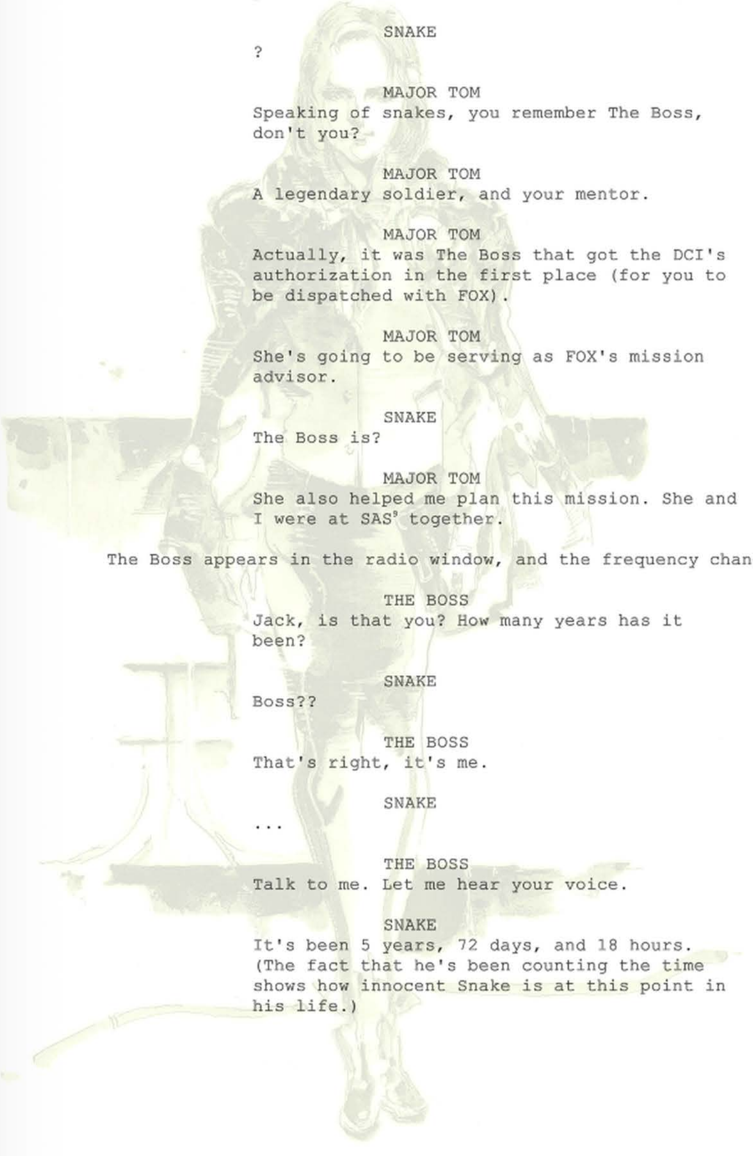
PARA-MEDIC
I wasn't joking, but I'll tell you my name only if you manage to make it back alive.

PARA-MEDIC
My frequency is 145.73.

MAJOR TOM
She's also in charge of recording (saving) your mission data. Whenever you want to SAVE, SEND a message over the reserved SAVE frequency, 140.96.

SNAKE
So saving lets me record my mission data?

PARA-MEDIC
That's right. It also records the state of your health.



SNAKE
Good to know.

MAJOR TOM
There's one more person I want to introduce you to, Snake.

SNAKE
?

MAJOR TOM
Speaking of snakes, you remember The Boss, don't you?

MAJOR TOM
A legendary soldier, and your mentor.

MAJOR TOM
Actually, it was The Boss that got the DCI's authorization in the first place (for you to be dispatched with FOX).

MAJOR TOM
She's going to be serving as FOX's mission advisor.

SNAKE
The Boss is?

MAJOR TOM
She also helped me plan this mission. She and I were at SAS[9] together.

The Boss appears in the radio window, and the frequency changes.

THE BOSS
Jack, is that you? How many years has it been?

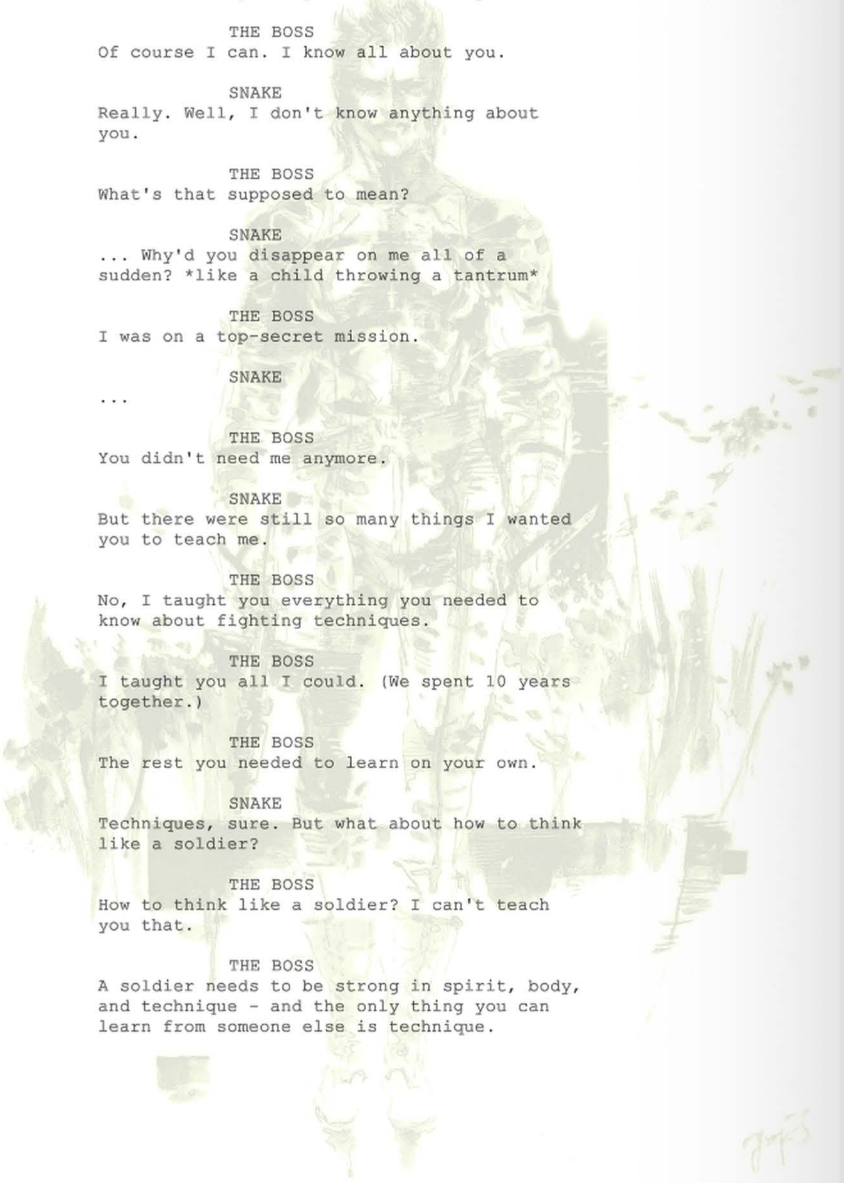
SNAKE
Boss??

THE BOSS
That's right, it's me.

SNAKE
...

THE BOSS
Talk to me. Let me hear your voice.

SNAKE
It's been 5 years, 72 days, and 18 hours. (The fact that he's been counting the time shows how innocent Snake is at this point in his life.)



THE BOSS

You've lost weight.

SNAKE

You can tell just by the sound of my voice?

THE BOSS

Of course I can. I know all about you.

SNAKE

Really. Well, I don't know anything about you.

THE BOSS

What's that supposed to mean?

SNAKE

... Why'd you disappear on me all of a sudden? *like a child throwing a tantrum*

THE BOSS

I was on a top-secret mission.

SNAKE

...

THE BOSS

You didn't need me anymore.

SNAKE

But there were still so many things I wanted you to teach me.

THE BOSS

No, I taught you everything you needed to know about fighting techniques.

THE BOSS

I taught you all I could. (We spent 10 years together.)

THE BOSS

The rest you needed to learn on your own.

SNAKE

Techniques, sure. But what about how to think like a soldier?

THE BOSS

How to think like a soldier? I can't teach you that.

THE BOSS

A soldier needs to be strong in spirit, body, and technique - and the only thing you can learn from someone else is technique.

THE BOSS

In fact, technique doesn't even matter.

THE BOSS

What's most important is spirit.

THE BOSS

Spirit and body are like two sides of a single coin. They're the same thing.

THE BOSS

I can't teach you how to think.

THE BOSS

You'll just have to figure it out for yourself.

THE BOSS

Listen to me, Jack. Just because soldiers are on the same side (are allies) right now, doesn't mean they always will be.

THE BOSS

Having personal feelings about your comrades is one of the worst sins you can commit.

THE BOSS

Politics determine who you face on the battlefield.

THE BOSS

And politics are a living thing. They change along with the times.

THE BOSS

Yesterday's good might be tomorrow's evil.

SNAKE

Is that why you abandoned me?

THE BOSS

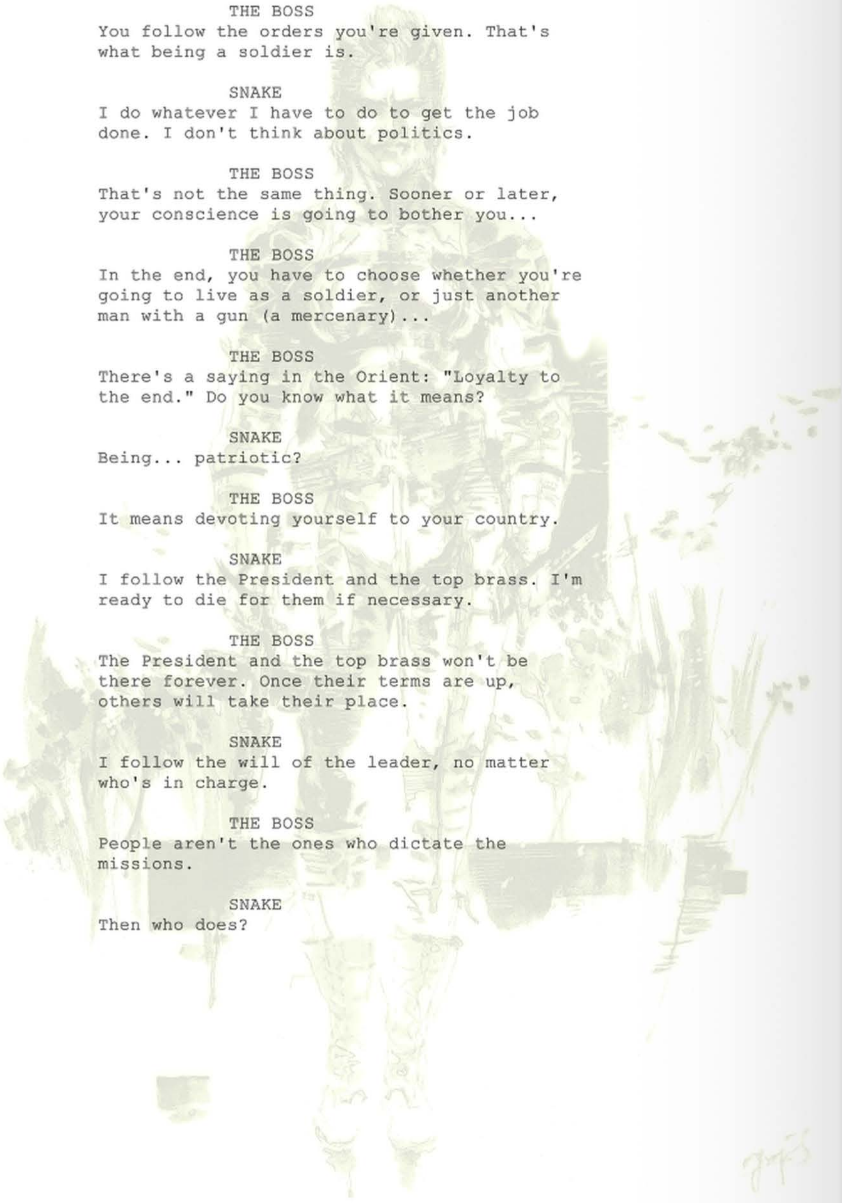
No. It had nothing to do with you. I already told you, Jack. I was on a top-secret mission.

THE BOSS

A soldier has to follow whatever (outrageous) orders he's given. It's not his place to question why. But you're looking for a reason to fight. You're a natural born fighter, but you're not quite a soldier.

THE BOSS

A soldier is a political tool, nothing more. That's doubly true if he's a career soldier. Right and wrong have no place in his mission.



THE BOSS
He has no enemies and no friends. Only the mission.

THE BOSS
You follow the orders you're given. That's what being a soldier is.

SNAKE
I do whatever I have to do to get the job done. I don't think about politics.

THE BOSS
That's not the same thing. Sooner or later, your conscience is going to bother you...

THE BOSS
In the end, you have to choose whether you're going to live as a soldier, or just another man with a gun (a mercenary)...

THE BOSS
There's a saying in the Orient: "Loyalty to the end." Do you know what it means?

SNAKE
Being... patriotic?

THE BOSS
It means devoting yourself to your country.

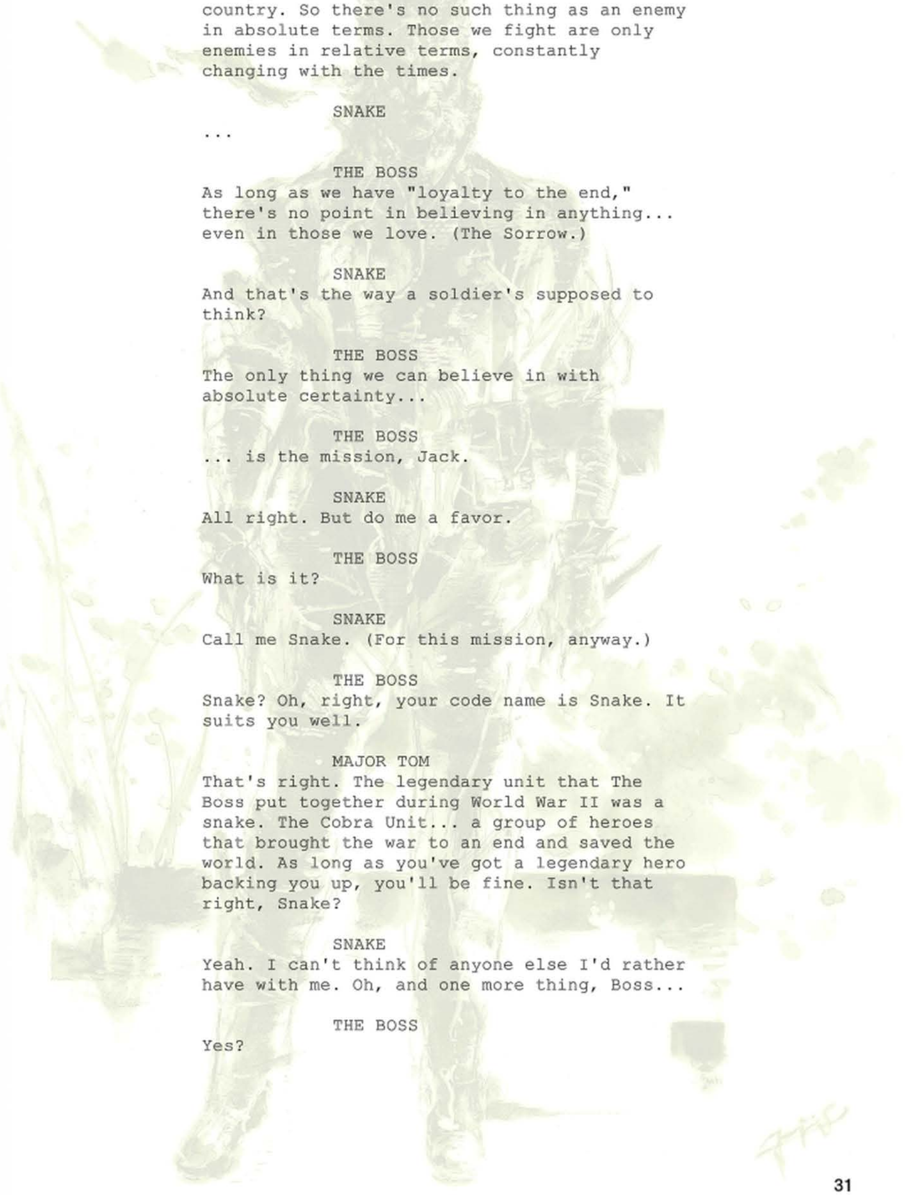
SNAKE
I follow the President and the top brass. I'm ready to die for them if necessary.

THE BOSS
The President and the top brass won't be there forever. Once their terms are up, others will take their place.

SNAKE
I follow the will of the leader, no matter who's in charge.

THE BOSS
People aren't the ones who dictate the missions.

SNAKE
Then who does?



THE BOSS
The times (the Philosophers). People's values change over time. And so do the leaders of a country. So there's no such thing as an enemy in absolute terms. Those we fight are only enemies in relative terms, constantly changing with the times.

SNAKE
...

THE BOSS
As long as we have "loyalty to the end," there's no point in believing in anything... even in those we love. (The Sorrow.)

SNAKE
And that's the way a soldier's supposed to think?

THE BOSS
The only thing we can believe in with absolute certainty...

THE BOSS
... is the mission, Jack.

SNAKE
All right. But do me a favor.

THE BOSS
What is it?

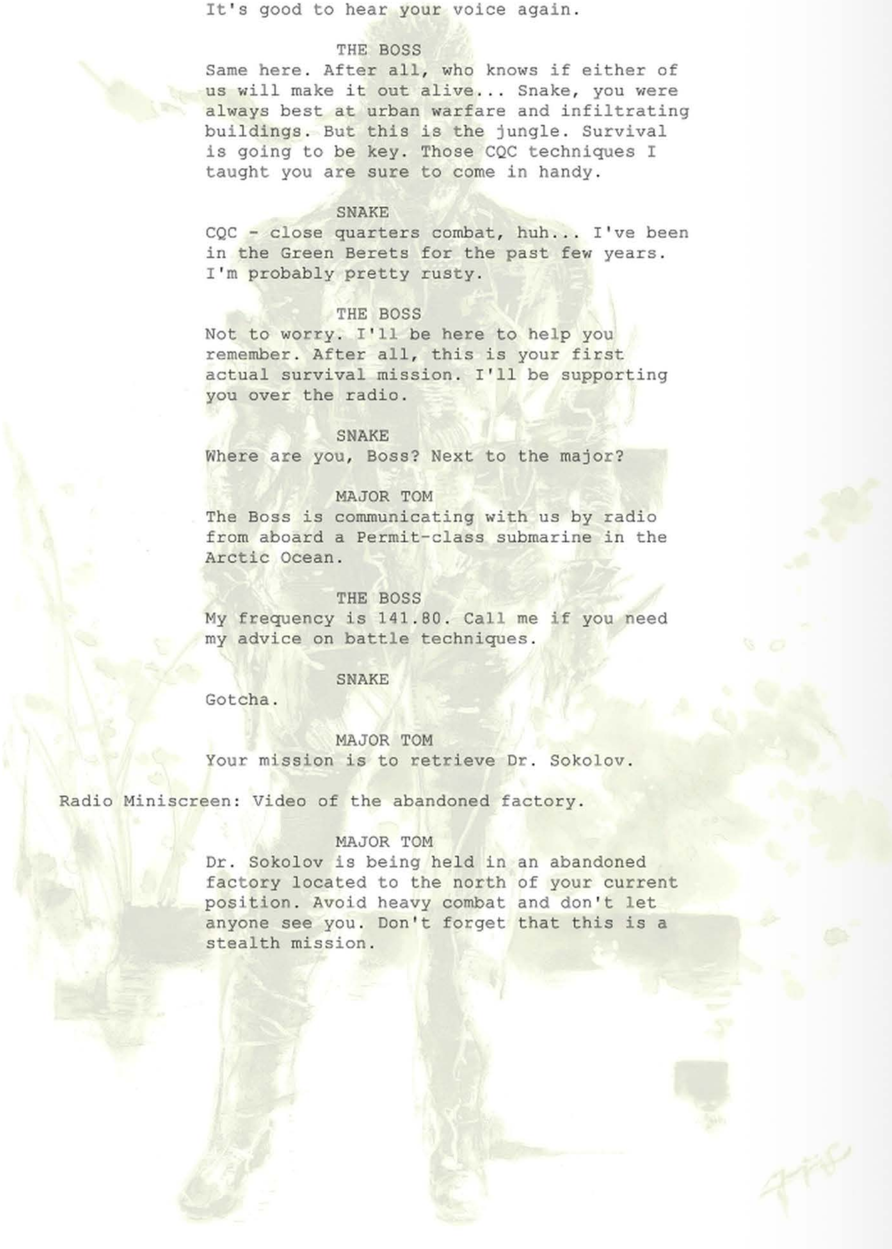
SNAKE
Call me Snake. (For this mission, anyway.)

THE BOSS
Snake? Oh, right, your code name is Snake. It suits you well.

MAJOR TOM
That's right. The legendary unit that The Boss put together during World War II was a snake. The Cobra Unit... a group of heroes that brought the war to an end and saved the world. As long as you've got a legendary hero backing you up, you'll be fine. Isn't that right, Snake?

SNAKE
Yeah. I can't think of anyone else I'd rather have with me. Oh, and one more thing, Boss...

THE BOSS
Yes?



SNAKE
It's good to hear your voice again.

THE BOSS
Same here. After all, who knows if either of us will make it out alive... Snake, you were always best at urban warfare and infiltrating buildings. But this is the jungle. Survival is going to be key. Those CQC techniques I taught you are sure to come in handy.

SNAKE
CQC - close quarters combat, huh... I've been in the Green Berets for the past few years. I'm probably pretty rusty.

THE BOSS
Not to worry. I'll be here to help you remember. After all, this is your first actual survival mission. I'll be supporting you over the radio.

SNAKE
Where are you, Boss? Next to the major?

MAJOR TOM
The Boss is communicating with us by radio from aboard a Permit-class submarine in the Arctic Ocean.

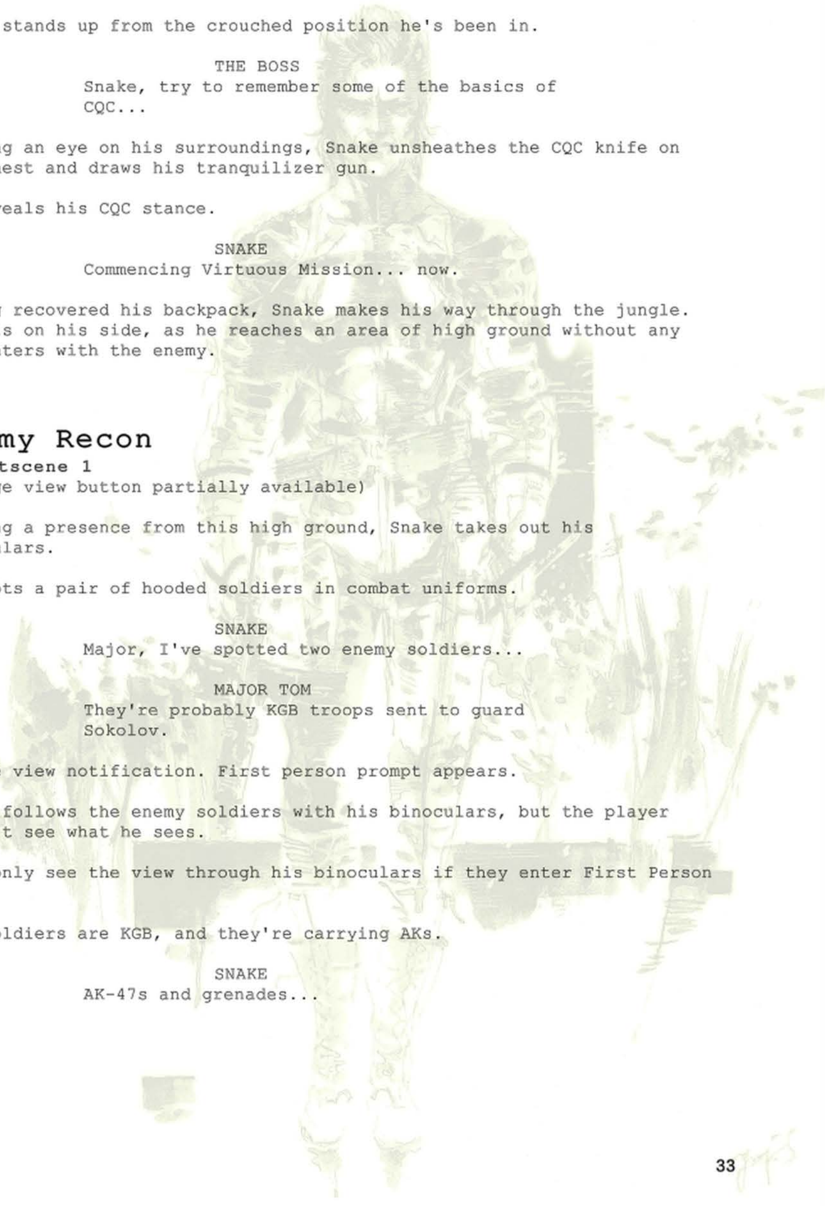
THE BOSS
My frequency is 141.80. Call me if you need my advice on battle techniques.

SNAKE
Gotcha.

MAJOR TOM
Your mission is to retrieve Dr. Sokolov.

Radio Miniscreen: Video of the abandoned factory.

MAJOR TOM
Dr. Sokolov is being held in an abandoned factory located to the north of your current position. Avoid heavy combat and don't let anyone see you. Don't forget that this is a stealth mission.



After Recovering Backpack

3D Cutscene 1

(change view button unavailable)

Snake stands up from the crouched position he's been in.

THE BOSS

Snake, try to remember some of the basics of CQC...

Keeping an eye on his surroundings, Snake unsheathes the CQC knife on his chest and draws his tranquilizer gun.

He reveals his CQC stance.

SNAKE

Commencing Virtuous Mission... now.

Having recovered his backpack, Snake makes his way through the jungle. Luck is on his side, as he reaches an area of high ground without any encounters with the enemy.

Enemy Recon

3D Cutscene 1

(change view button partially available)

Sensing a presence from this high ground, Snake takes out his binoculars.

He spots a pair of hooded soldiers in combat uniforms.

SNAKE

Major, I've spotted two enemy soldiers...

MAJOR TOM

They're probably KGB troops sent to guard Sokolov.

Change view notification. First person prompt appears.

Snake follows the enemy soldiers with his binoculars, but the player doesn't see what he sees.

They only see the view through his binoculars if they enter First Person View.

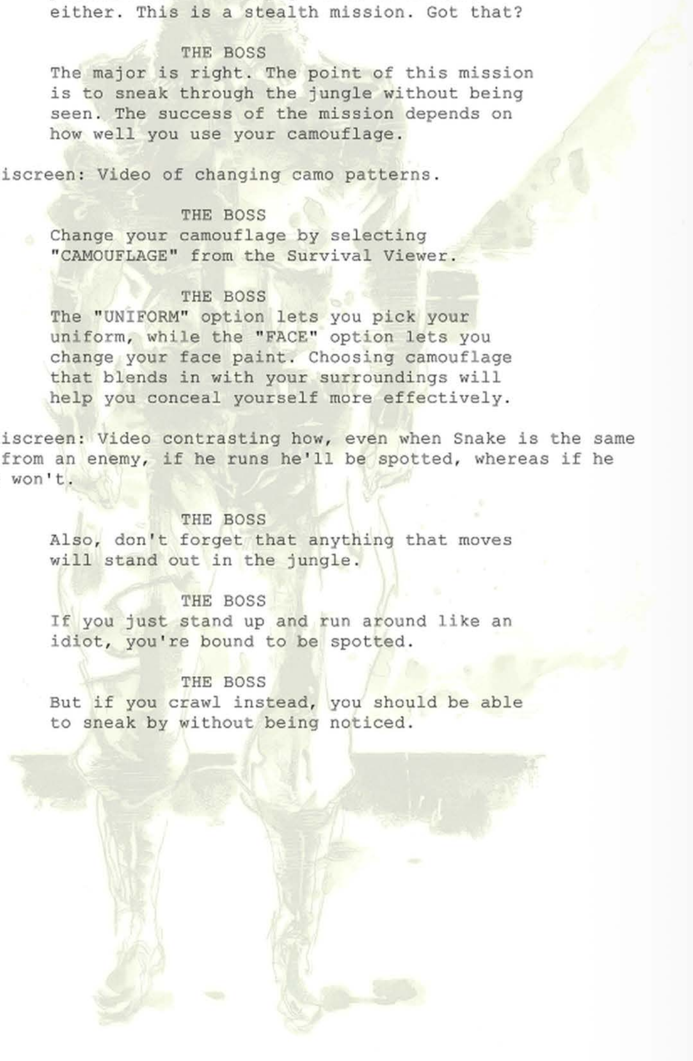
The soldiers are KGB, and they're carrying AKs.

SNAKE

AK-47s and grenades...

Enemy Recon

Radio Call 1



MAJOR TOM

Snake, your presence in Soviet territory is already a violation of international law. We can't let the Kremlin find out that the CIA and the American government are involved. Contact with the enemy is strictly prohibited. Don't engage them in battle, either. This is a stealth mission. Got that?

THE BOSS

The major is right. The point of this mission is to sneak through the jungle without being seen. The success of the mission depends on how well you use your camouflage.

Radio Miniscreen: Video of changing camo patterns.

THE BOSS

Change your camouflage by selecting "CAMOUFLAGE" from the Survival Viewer.

THE BOSS

The "UNIFORM" option lets you pick your uniform, while the "FACE" option lets you change your face paint. Choosing camouflage that blends in with your surroundings will help you conceal yourself more effectively.

Radio Miniscreen: Video contrasting how, even when Snake is the same distance from an enemy, if he runs he'll be spotted, whereas if he crawls he won't.

THE BOSS

Also, don't forget that anything that moves will stand out in the jungle.

THE BOSS

If you just stand up and run around like an idiot, you're bound to be spotted.

THE BOSS

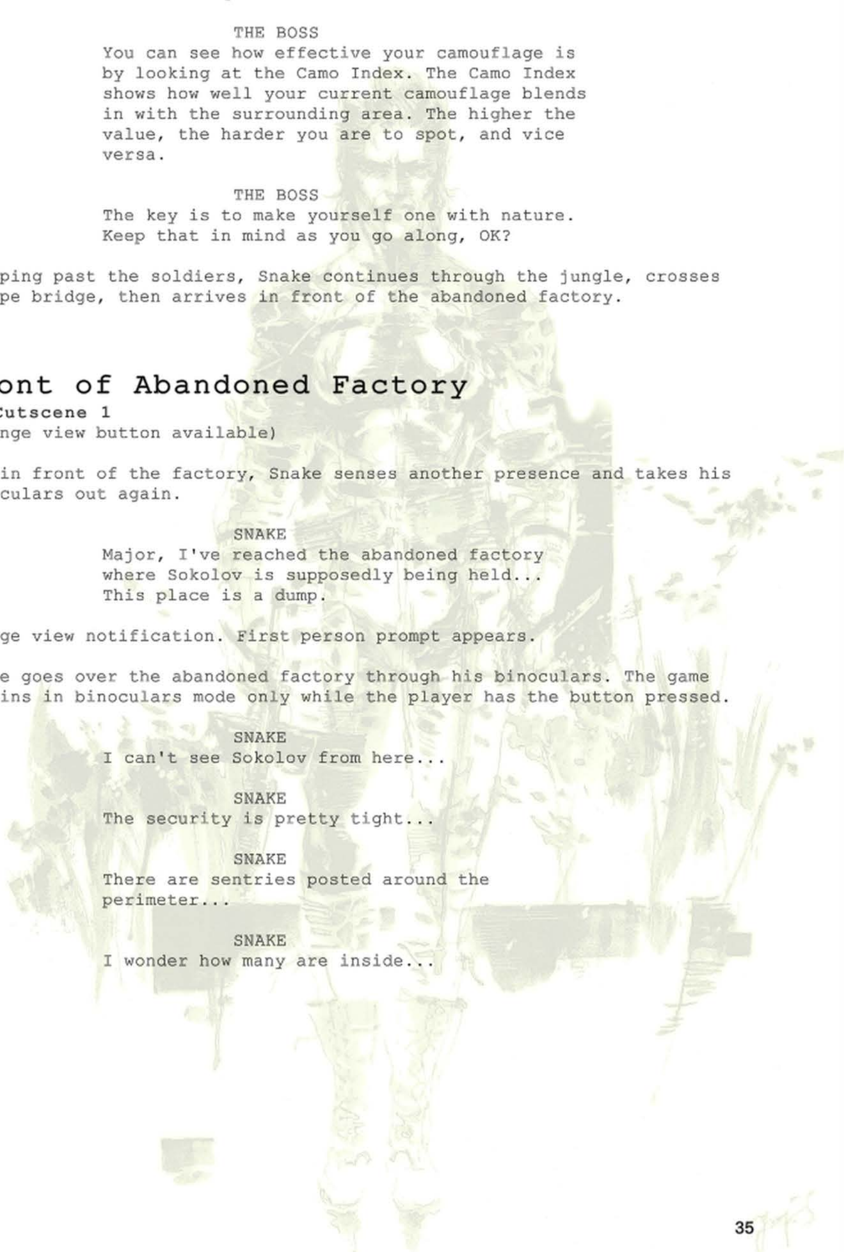
But if you crawl instead, you should be able to sneak by without being noticed.

Radio Miniscreen: Close-up of Camo Index section of the screen.

THE BOSS
You can see how effective your camouflage is by looking at the Camo Index. The Camo Index shows how well your current camouflage blends in with the surrounding area. The higher the value, the harder you are to spot, and vice versa.

THE BOSS
The key is to make yourself one with nature. Keep that in mind as you go along, OK?

Slipping past the soldiers, Snake continues through the jungle, crosses a rope bridge, then arrives in front of the abandoned factory.



Front of Abandoned Factory

3D Cutscene 1

(change view button available)

Now in front of the factory, Snake senses another presence and takes his binoculars out again.

SNAKE
Major, I've reached the abandoned factory where Sokolov is supposedly being held... This place is a dump.

Change view notification. First person prompt appears.

Snake goes over the abandoned factory through his binoculars. The game remains in binoculars mode only while the player has the button pressed.

SNAKE
I can't see Sokolov from here...

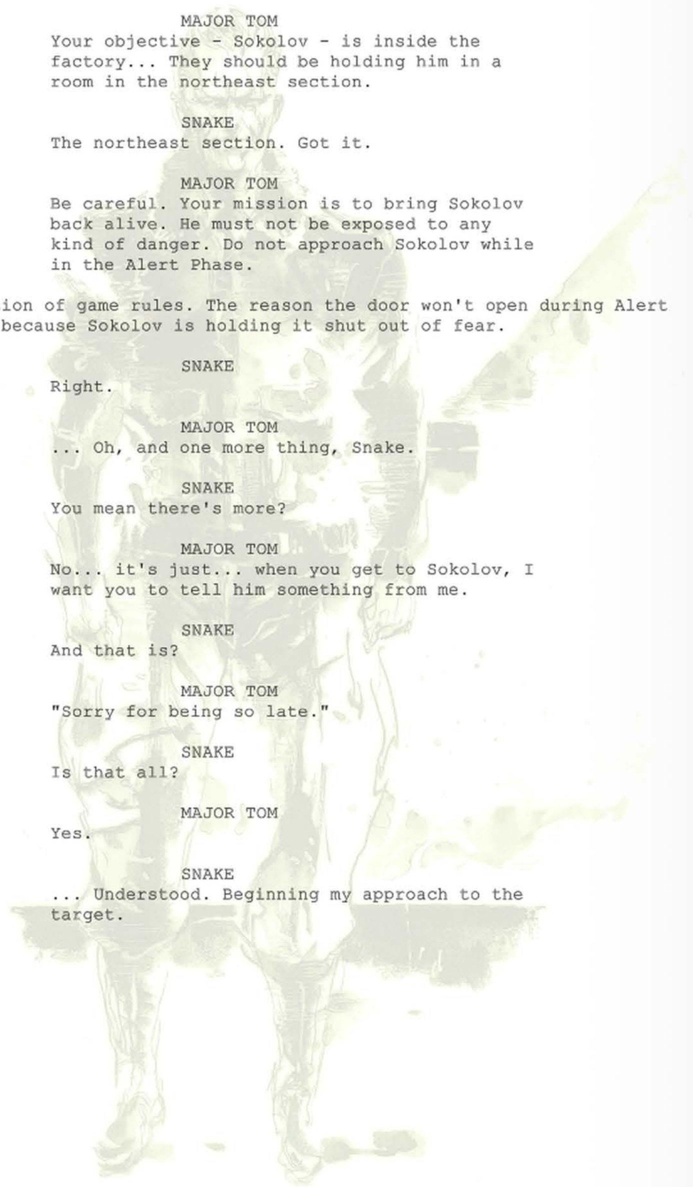
SNAKE
The security is pretty tight...

SNAKE
There are sentries posted around the perimeter...

SNAKE
I wonder how many are inside...

Front of Abandoned Factory

Radio Call 1



MAJOR TOM
Your objective - Sokolov - is inside the factory... They should be holding him in a room in the northeast section.

SNAKE
The northeast section. Got it.

MAJOR TOM
Be careful. Your mission is to bring Sokolov back alive. He must not be exposed to any kind of danger. Do not approach Sokolov while in the Alert Phase.

*Explanation of game rules. The reason the door won't open during Alert Phase is because Sokolov is holding it shut out of fear.

SNAKE
Right.

MAJOR TOM
... Oh, and one more thing, Snake.

SNAKE
You mean there's more?

MAJOR TOM
No... it's just... when you get to Sokolov, I want you to tell him something from me.

SNAKE
And that is?

MAJOR TOM
"Sorry for being so late."

SNAKE
Is that all?

MAJOR TOM
Yes.

SNAKE
... Understood. Beginning my approach to the target.

Footnotes

[1] Cutscenes that utilize artwork by Yoji Shinkawa, character designer for the MGS series.

[2] Acronym for the Central Intelligence Agency, an organization within the American government whose main function is intelligence gathering required for foreign affairs and national defense policymaking.

[3] A U-2 photographed the missile base on the 14th. The photos were analyzed and it was determined the base was housing missiles on the 15th. Kennedy was briefed about this intelligence and convened ExComm on the 16th. He then went on television and informed the public about the situation in Cuba and announced the US's hard-line stance on the 22nd.

[4] Acronym for the Soviet Union's *Komitet Gosudarstvennoy Bezopasnosti* ("Committee for State Security"). Its main roles were intelligence activities both domestically and internationally, as well as cracking down on dissidents.

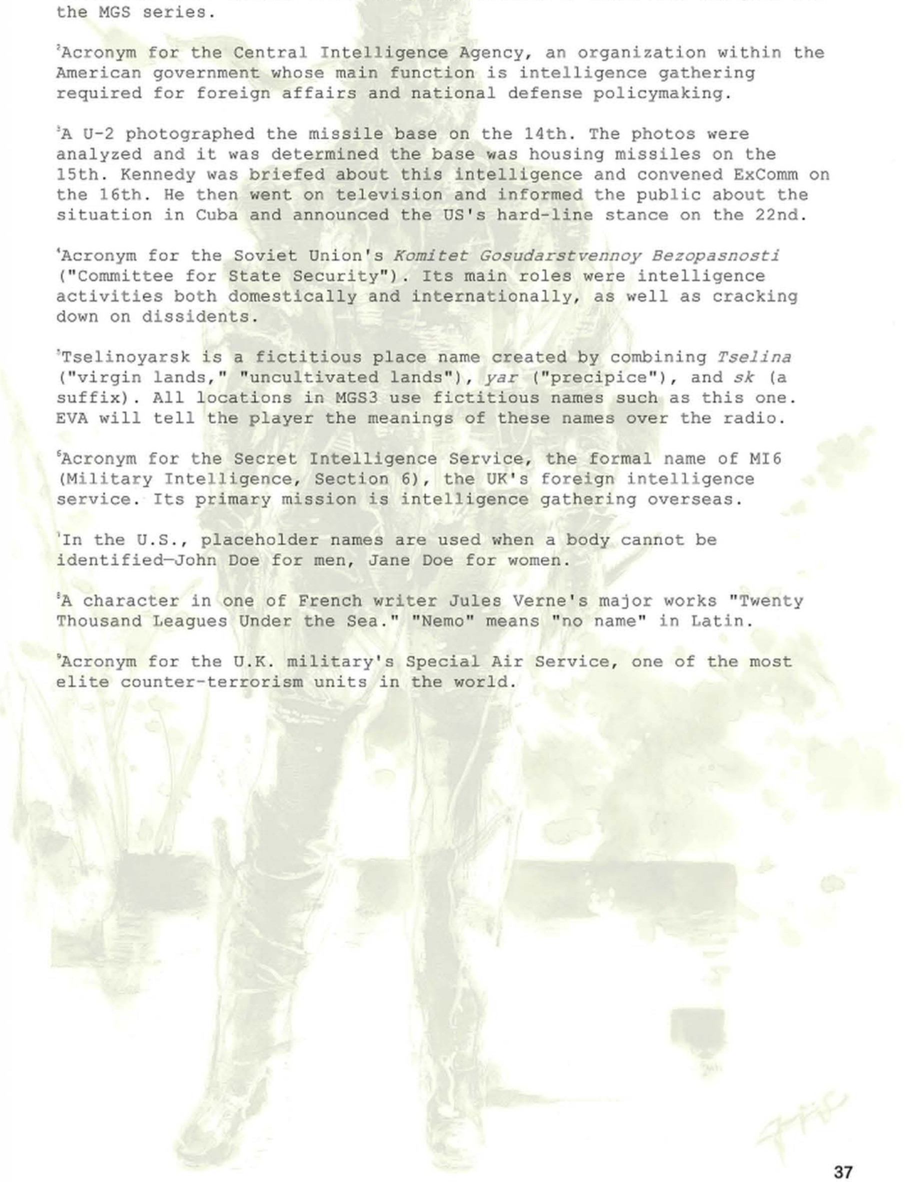
[5] Tselinoyarsk is a fictitious place name created by combining *Tselina* ("virgin lands," "uncultivated lands"), *yar* ("precipice"), and *sk* (a suffix). All locations in MGS3 use fictitious names such as this one. EVA will tell the player the meanings of these names over the radio.

[6] Acronym for the Secret Intelligence Service, the formal name of MI6 (Military Intelligence, Section 6), the UK's foreign intelligence service. Its primary mission is intelligence gathering overseas.

[7] In the U.S., placeholder names are used when a body cannot be identified—John Doe for men, Jane Doe for women.

[8] A character in one of French writer Jules Verne's major works "Twenty Thousand Leagues Under the Sea." "Nemo" means "no name" in Latin.

[9] Acronym for the U.K. military's Special Air Service, one of the most elite counter-terrorism units in the world.



Radio Conversations

•Major

Prior to Recovering Backpack

Get your backpack

(1)

MAJOR TOM

Snake, first you need to find that backpack you lost on the way down.

(2)

MAJOR TOM

Your backpack got caught on a tree to the north. Try heading in that direction.

How to climb trees

(1)

MAJOR TOM

Snake, you said your backpack got caught on a tree branch, right?

SNAKE

Yeah.

MAJOR TOM

Was there ivy growing on the tree?

SNAKE

There was but... (What of it?)

MAJOR TOM

Perfect.

SNAKE

Perfect?

MAJOR TOM

Indeed.

(2)

MAJOR TOM

You can climb any ivy-covered tree by standing in front of the ivy and pressing the Action Button.

(3)

MAJOR TOM

Climb the tree and retrieve your backpack.

In front of backpack tree

MAJOR TOM
Snake, your backpack is stuck on a tree branch, right? Climb the tree and get it back.

-->How to climb trees (2)

If player has climbed backpack tree, but won't pick up backpack

(1)

MAJOR TOM
Snake, did you climb that tree?

SNAKE
Yes.

MAJOR TOM
Good. So the backpack...?

SNAKE
Not yet.

MAJOR TOM
Not yet?

SNAKE
...

MAJOR TOM
Don't tell me you went up the tree just to take in the view?

SNAKE
... (The Major hit the nail on the head.)

MAJOR TOM
I must admit, that is not a bad idea. Climbing a tree DOES give you a wider range of view. You can use it for scouting.

MAJOR TOM
But what you need to do now is retrieve your backpack. Understood?

SNAKE
Yeah...

(2)

MAJOR TOM
The backpack is on the branch pointing east on that tree, right?

MAJOR TOM
Walk along the branch and get it. Be careful not to fall.

(3)

MAJOR TOM
You should be able to grab your backpack if you hang from the branch by pressing the Action Button.

Player ignores backpack

*Mandatory incoming call if player, despite being told to recover their backpack, ignores this order and tries to proceed anyway

ZERO
Snake, where do you think you're going!?

ZERO
You can't expect to proceed with the mission without any weapons or equipment.

ZERO
First, you'll need to recover your backpack. It's caught on a tree to the south.

ZERO
Press the Action Button to climb the tree and retrieve your backpack. Is that clear?

•Major

Prior to Appearance of Enemy Soldiers

Head north

MAJOR TOM
Sokolov should be at the abandoned factory to the north, so head in that direction.

Now's the time to get prepared

(1)

MAJOR TOM
Snake, intelligence indicates that that area is outside the enemy's cordon.

MAJOR TOM
So, you shouldn't have any unexpected encounters with enemy patrols.

MAJOR TOM
I think it will be a good idea to take this time to get accustomed to using your camouflage, hunting for food, and navigating the Survival Viewer.

(2)

MAJOR TOM
If you have any questions about camouflage or CQC, ask The Boss.

(3)
*If player hasn't contacted The Boss yet

MAJOR TOM
The Boss' frequency is 141.80.

(4)

MAJOR TOM
Para-Medic is the medical correspondent for this mission. Ask her about hunting for food and medical treatment.

MAJOR TOM
Also, she has documents detailing flora and fauna in the operation locale.

MAJOR TOM
Contact her if you need detailed information on any of the plants and animals in your area.

(5)
*If player hasn't contacted Para-Medic yet

MAJOR TOM
Para-Medic's frequency is 145.73.

You'll be facing the enemy soon

MAJOR TOM
Snake, once you head further north you'll be entering enemy territory.

MAJOR TOM
You'd best get used to using camouflage and hunting for food while you have the convenience.

•Major

Prior to Reaching Abandoned Factory

KGB soldiers

SNAKE
Major, you said the enemy was KGB, right?

ZERO
I did.

SNAKE
What unit are they from? The Sixth Directorate?

ZERO
No, the Ninth Directorate.

SNAKE
The Ninth?

ZERO
Yes.

SNAKE
But I thought that was...

ZERO
Exactly. It's the unit that protects the Kremlin and provides bodyguards for high-level VIPs.

SNAKE
But they're assigned to protect Party and government figures. I thought that only meant high-ranking officials and their families.

SNAKE
And now they're being sent out to stand watch over a field exercise?

ZERO
That's the idea.

SNAKE
What's really going on?

ZERO
I don't know.

SNAKE
...

ZERO
What I do know is that the director of the Ninth Directorate is a well-known protégé of Khrushchev.

ZERO
The premier may have wanted to assign this mission to someone he knew he could trust.

SNAKE
So he can't trust any other units?

ZERO
Ever since the withdrawal from Cuba, Khrushchev's position has been getting weaker day by day.

ZERO
This secret test is an act of desperation by a cornered man.

ZERO
If nothing else, the completion of Sokolov's new weapon in this test should help reestablish Khrushchev's authority in Moscow.

SNAKE
So what you're saying is, there's also a good chance that whoever doesn't want to see that happen is going to try and interfere?

ZERO
Most likely. Khrushchev must have anticipated this and sent his most loyal unit - his trump card - to make sure all goes well.

After entering enemy area

MAJOR TOM
Snake, what's the situation?

SNAKE
No problems so far. Except... something seems odd...

MAJOR TOM
What seems odd?

SNAKE
These men are on routine guard, but they seem strangely alert.

MAJOR TOM
It's a drill for a top-secret new weapon. Of course security is going to be tight.

SNAKE
Yes, but a drill is just a drill. But these guys... it almost seems like it's not...

MAJOR TOM
Not a drill?

SNAKE
Exactly. And this is Soviet territory, but these guys are acting as tensed up as the guys on the frontlines. Like they expect the enemy to attack them any moment.

MAJOR TOM
You think they know about our operation?

SNAKE
No, but... something is strange.

MAJOR TOM
Be on guard.

SNAKE
I will.

Rope bridge tactics - Major

MAJOR TOM
A suspension bridge, is it? If you cross that, you'll be revealed to enemies in every direction. To cross the bridge, you'll have to do something about the enemies in the area first.

MAJOR TOM
You could put them to sleep with a long-range tranquilizer shot... Or you could get in close, lure them to you, and take them out.

-->The Boss Radio Conversation: Rope bridge tactics (2)

Falling from rope bridge means death

MAJOR TOM
Snake, I'm sure you realize that a fall into that canyon would be instant death.

MAJOR TOM
Of course, the same goes for enemies... (Hint for the player.)

Rope bridge - if player has eliminated all enemies

MAJOR TOM
You've killed all the enemies. Now you can cross the suspension bridge without worrying about being spotted.

MAJOR TOM
Sokolov is in the abandoned factory to the north. Find him right away.

•The Boss

Prior to Reaching Abandoned Factory

Rope bridge tactics - The Boss

THE BOSS
It's going to be tough to cross over that suspension bridge without being seen by the enemy. You'll have to figure out some way to get rid of the sentries first.

Rope bridge tactics (2) - The Boss

THE BOSS
Use a First Person View attack to hit enemies from afar. But be warned: if you don't take them out in one hit, your cover will be blown.

THE BOSS
When attacking from afar, it's crucial that you hit a vital spot dead-on.

Rope bridge tactics (3) - The Boss

THE BOSS
To lure an enemy to you, deliberately make a noise, or throw food at him to get his attention.

Rope bridge tactics (4) - The Boss

(1)

THE BOSS
You said it's a suspension bridge, right?

SNAKE
Yeah.

THE BOSS
Supported by rope?

SNAKE
That's right.

(2)

THE BOSS
If you cut the rope, the suspension bridge should sway quite a bit. You may be able to shake the enemies off the bridge.

THE BOSS
Your weapons aren't the only way to take out enemies. Use your head.

•Major

Prior to Meeting Sokolov

Sokolov is in the northeast

(1)

MAJOR TOM
Snake, Sokolov is imprisoned in the northeast area of the factory.

(2)

SNAKE
Got it. To the northeast.

MAJOR TOM
Yes. And don't engage the enemy.

(3)

MAJOR TOM
The object of this mission is to bring Sokolov back safely, and nothing more.

MAJOR TOM
Contact Sokolov without being spotted by the enemy, and bring him out discreetly.

MAJOR TOM
If you must dispose of an enemy, do it with the tranquilizer gun.

Sokolov is off-limits during Alert Phase

MAJOR TOM
Snake, as I said before, this mission is only to bring Sokolov back safely.

MAJOR TOM
You must not put Sokolov in danger. You're not allowed to contact him during the Alert Phase. Period.

Player tries to open door during Alert Phase

*This call occurs if player tries to open the door to the room Sokolov is in when the game is in Alert or Evasion Phase

(1)

SNAKE
Major, I'm in front of Sokolov's cell but... the door won't open.

MAJOR TOM
Hold on, Snake... What's the current condition?

SNAKE
Condition?

MAJOR TOM
Yeah, what phase is it now?

(2)
*If game is in Alert Phase

SNAKE
Alert...

(3)
*If game is in Evasion Phase

SNAKE
Evasion...

(4)

MAJOR TOM
Exactly. I already said you can't contact Sokolov during battle. Don't you listen to people when they're talking?

SNAKE
...

MAJOR TOM
Well, anyway, the reason that door won't open is probably because Sokolov is blocking it himself. He's scared. And no wonder.

MAJOR TOM
In order to break Sokolov out of there, you'll need his cooperation as well. So stop scaring him!

(5)

MAJOR TOM
Contact Sokolov later after you've disengaged the enemy.

MAJOR TOM
Once things have stabilized, try it again. Got it?

Player backtracks from the factory considerably

*If player backtracks after reaching abandoned factory

MAJOR TOM
Snake!

SNAKE
!!

MAJOR TOM
Where are you going?

SNAKE
Uh, I...

MAJOR TOM
Are you abandoning your mission?

SNAKE
Absolutely not.

MAJOR TOM
I didn't think so.

SNAKE
I didn't think you thought so.

MAJOR TOM
Hah hah hah.

SNAKE
Hah hah hah!

MAJOR TOM
jumps right back to his usual, no-nonsense self Sokolov is back there in the factory. Head back north.

SNAKE
Roger...

Player tries to proceed past the factory

(1)
*An invisible wall prevents the player from going any further

MAJOR TOM
Snake, where are you going?

SNAKE
Oh, Major. I was actually trying to head this way but... (Not sure what to do since he can't advance.)

MAJOR TOM
You've got quite the frontier spirit, huh?

(2)

MAJOR TOM
You don't need to go that way. Sokolov is in the northeast area of the factory. Hurry back and make contact with Sokolov.

0.85

SECTION 2

Meeting Sokolov

– End of Virtuous Mission

ソコロフ接触～バーチャスミッション終了

Snake eliminates all the soldiers guarding the factory. He arrives at the room where Sokolov is being held.

Meeting Sokolov

3D Cutscene 1

(change view button partially available)

Room in the abandoned factory. Sokolov is inside.

He's in the middle of hurling documents into a fireplace.

Among the papers are photos of the (old model) Shagohod.

Fearing Volgin's forces have arrived, Sokolov is burning everything as fast as he can to prevent them from getting their hands on the Shagohod. Snake enters the room. He speaks in Russian.

SNAKE
in Russian You must be Sokolov.

SOKOLOV
Are you one of Volgin's men!? You'll never get it (the Shagohod) from me!

Caption: Sokolov (Brian Cummings)

SNAKE
No. I'm a CIA agent. I've come to escort you back to the other side of the Iron Curtain.

SOKOLOV
You're CIA?

SNAKE
Yeah. I was sent by Major Zero, the man who got you out two years ago.

SOKOLOV
Zero...

SNAKE
I have a message from him.

SOKOLOV
What is it?

SNAKE
He said to tell you "sorry for being so late."

Sokolov smiles.

SOKOLOV
Did he now?

SNAKE
What does it mean?

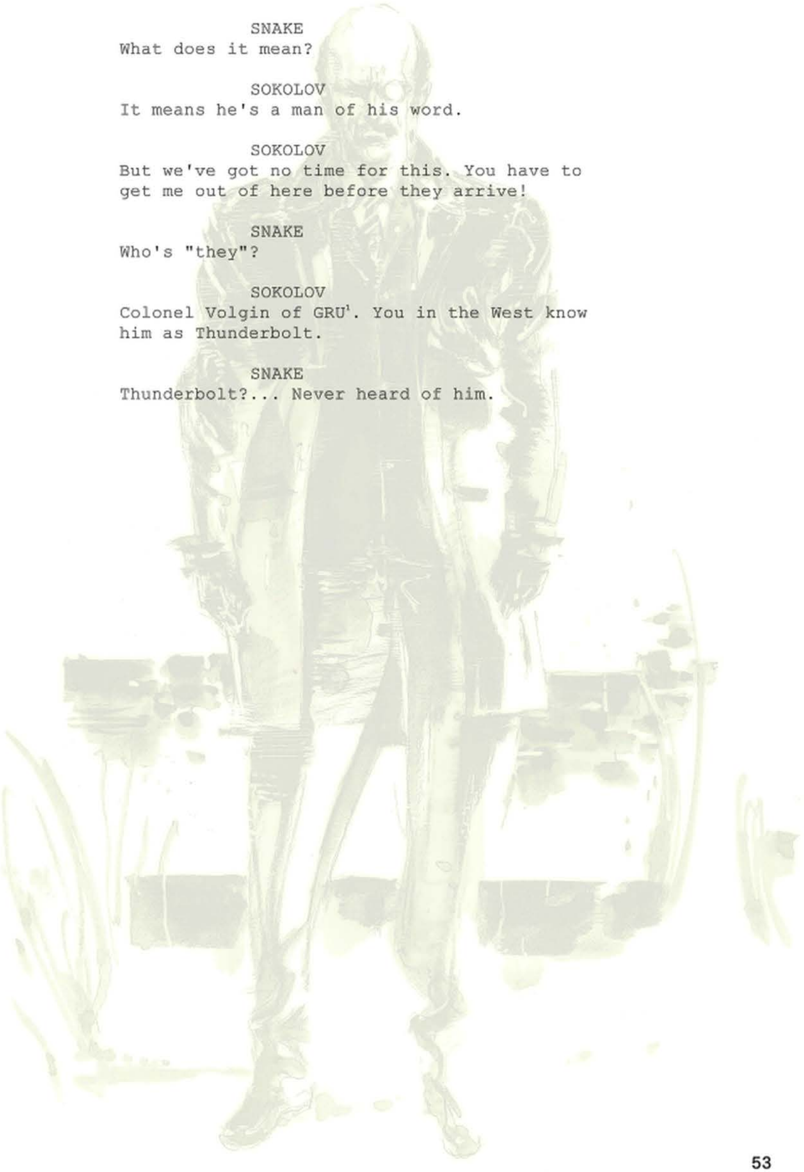
SOKOLOV
It means he's a man of his word.

SOKOLOV
But we've got no time for this. You have to get me out of here before they arrive!

SNAKE
Who's "they"?

SOKOLOV
Colonel Volgin of GRU[1]. You in the West know him as Thunderbolt.

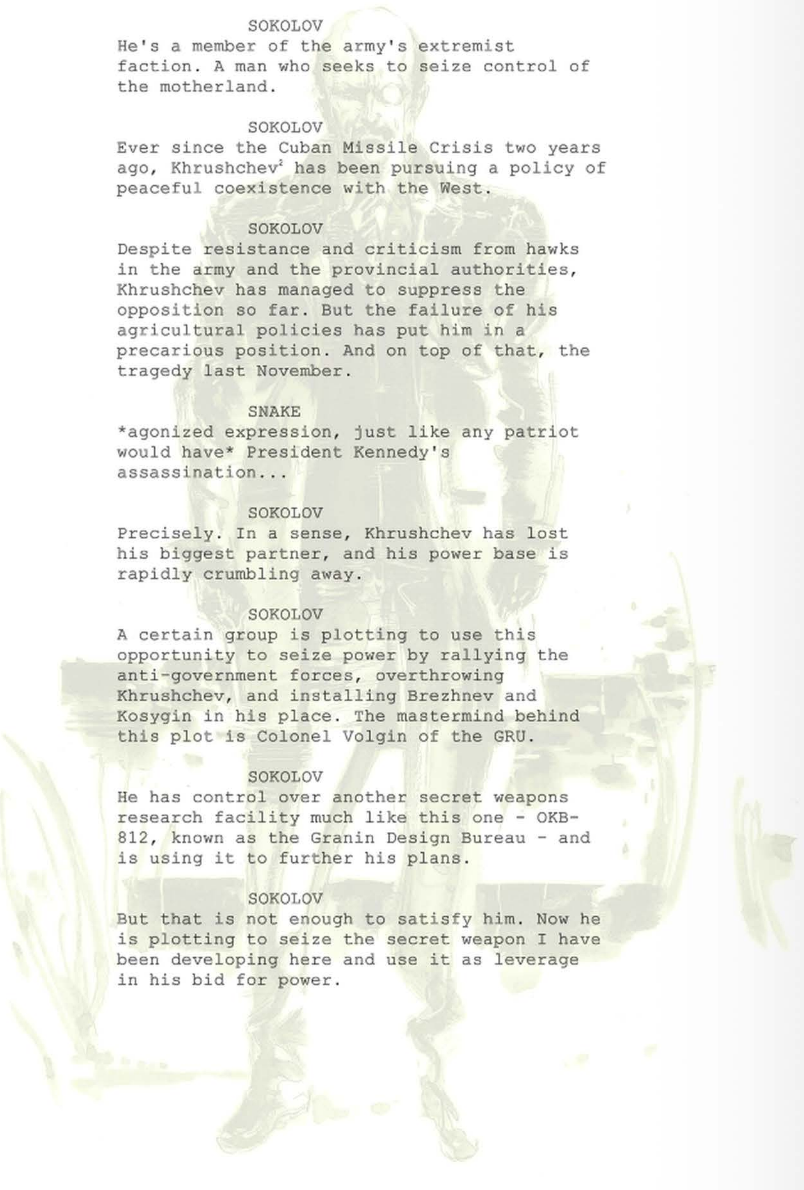
SNAKE
Thunderbolt?... Never heard of him.



Meeting Sokolov

Movie Cutscene 1

(Shinkawa Theater)



SOKOLOV
He's a member of the army's extremist faction. A man who seeks to seize control of the motherland.

SOKOLOV
Ever since the Cuban Missile Crisis two years ago, Khrushchev[2] has been pursuing a policy of peaceful coexistence with the West.

SOKOLOV
Despite resistance and criticism from hawks in the army and the provincial authorities, Khrushchev has managed to suppress the opposition so far. But the failure of his agricultural policies has put him in a precarious position. And on top of that, the tragedy last November.

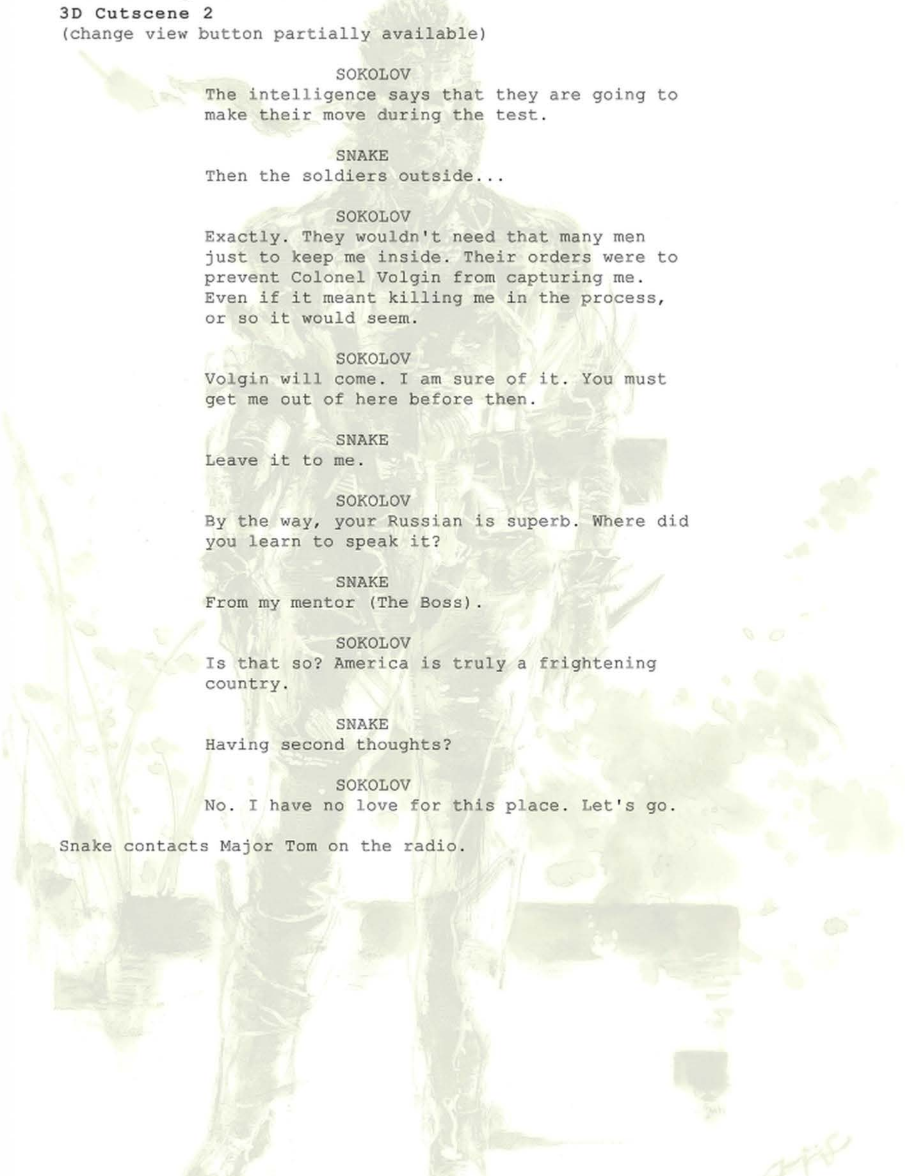
SNAKE
agonized expression, just like any patriot would have President Kennedy's assassination...

SOKOLOV
Precisely. In a sense, Khrushchev has lost his biggest partner, and his power base is rapidly crumbling away.

SOKOLOV
A certain group is plotting to use this opportunity to seize power by rallying the anti-government forces, overthrowing Khrushchev, and installing Brezhnev and Kosygin in his place. The mastermind behind this plot is Colonel Volgin of the GRU.

SOKOLOV
He has control over another secret weapons research facility much like this one - OKB-812, known as the Granin Design Bureau - and is using it to further his plans.

SOKOLOV
But that is not enough to satisfy him. Now he is plotting to seize the secret weapon I have been developing here and use it as leverage in his bid for power.



Meeting Sokolov

3D Cutscene 2

(change view button partially available)

SOKOLOV
The intelligence says that they are going to make their move during the test.

SNAKE
Then the soldiers outside...

SOKOLOV
Exactly. They wouldn't need that many men just to keep me inside. Their orders were to prevent Colonel Volgin from capturing me. Even if it meant killing me in the process, or so it would seem.

SOKOLOV
Volgin will come. I am sure of it. You must get me out of here before then.

SNAKE
Leave it to me.

SOKOLOV
By the way, your Russian is superb. Where did you learn to speak it?

SNAKE
From my mentor (The Boss).

SOKOLOV
Is that so? America is truly a frightening country.

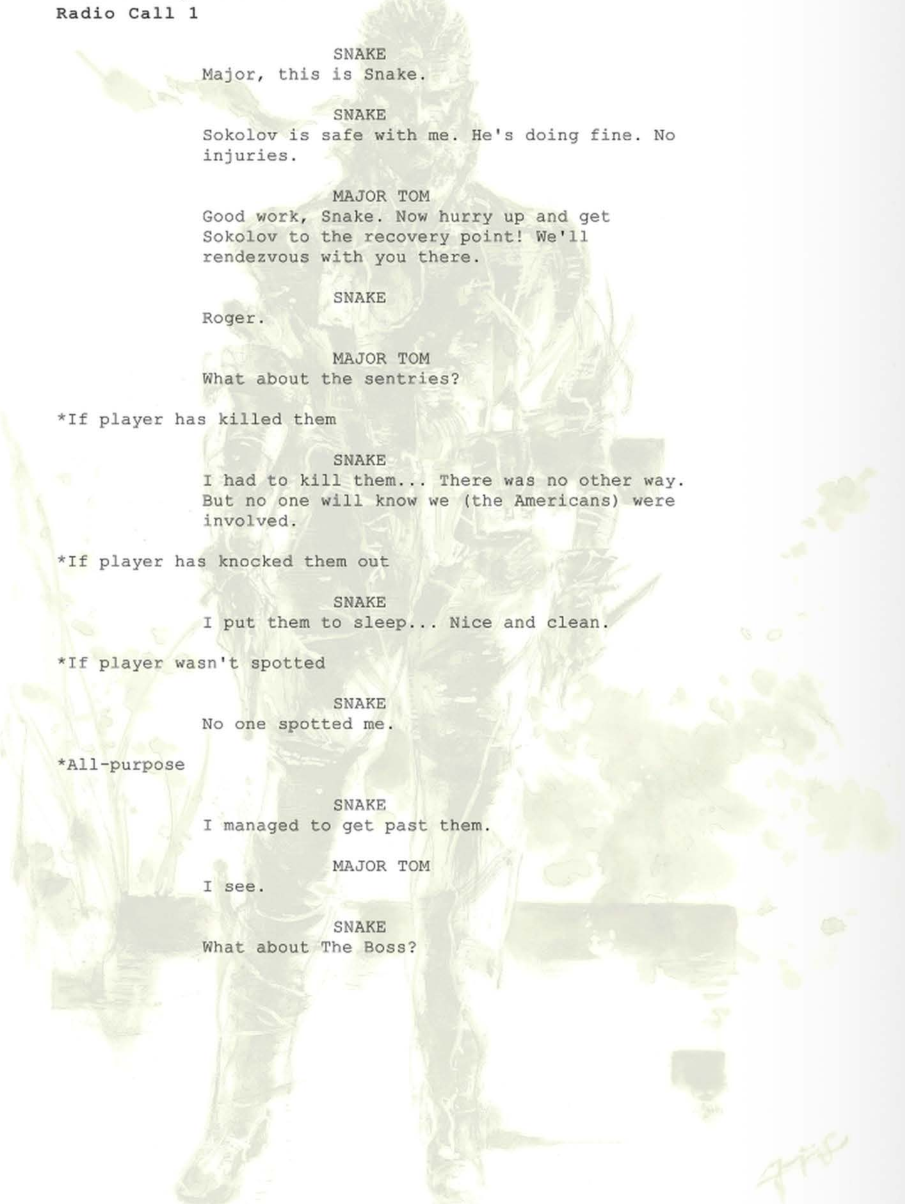
SNAKE
Having second thoughts?

SOKOLOV
No. I have no love for this place. Let's go.

Snake contacts Major Tom on the radio.

Meeting Sokolov

Radio Call 1



SNAKE
Major, this is Snake.

SNAKE
Sokolov is safe with me. He's doing fine. No injuries.

MAJOR TOM
Good work, Snake. Now hurry up and get Sokolov to the recovery point! We'll rendezvous with you there.

SNAKE
Roger.

MAJOR TOM
What about the sentries?

*If player has killed them

SNAKE
I had to kill them... There was no other way. But no one will know we (the Americans) were involved.

*If player has knocked them out

SNAKE
I put them to sleep... Nice and clean.

*If player wasn't spotted

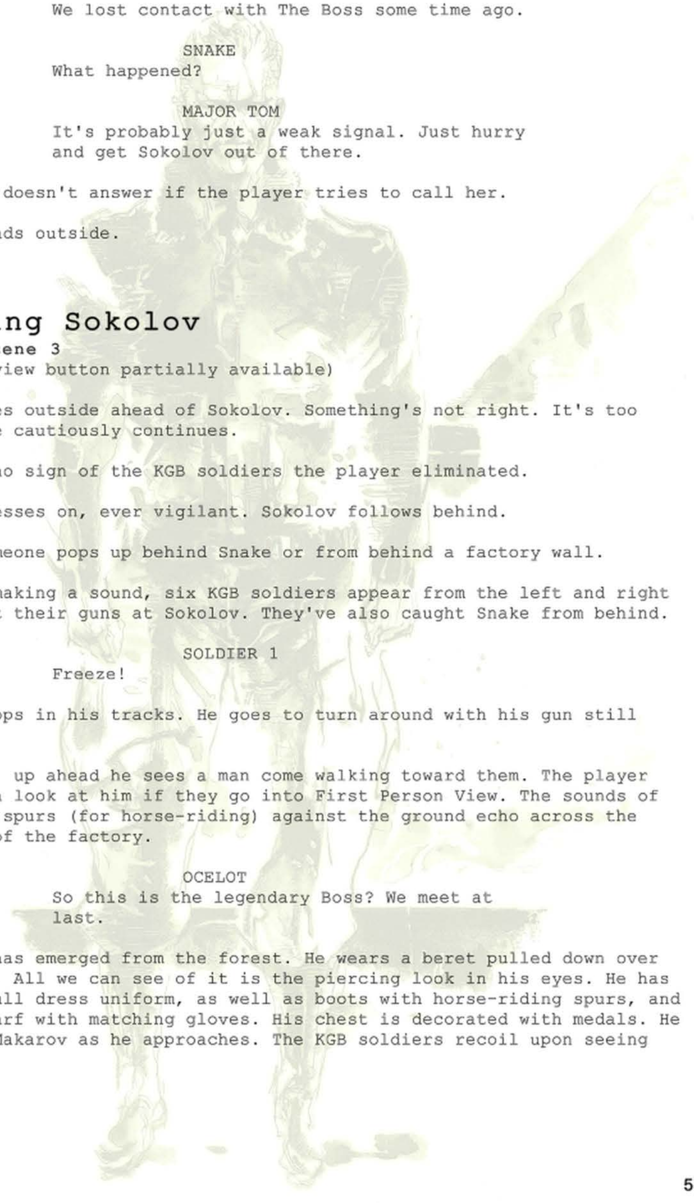
SNAKE
No one spotted me.

*All-purpose

SNAKE
I managed to get past them.

MAJOR TOM
I see.

SNAKE
What about The Boss?



The Major doesn't answer straight away.

MAJOR TOM

We lost contact with The Boss some time ago.

SNAKE

What happened?

MAJOR TOM

It's probably just a weak signal. Just hurry and get Sokolov out of there.

The Boss doesn't answer if the player tries to call her.

Snake heads outside.

Meeting Sokolov

3D Cutscene 3

(change view button partially available)

Snake goes outside ahead of Sokolov. Something's not right. It's too quiet. He cautiously continues.

There's no sign of the KGB soldiers the player eliminated.

Snake presses on, ever vigilant. Sokolov follows behind.

Then, someone pops up behind Snake or from behind a factory wall.

Without making a sound, six KGB soldiers appear from the left and right and point their guns at Sokolov. They've also caught Snake from behind.

SOLDIER 1

Freeze!

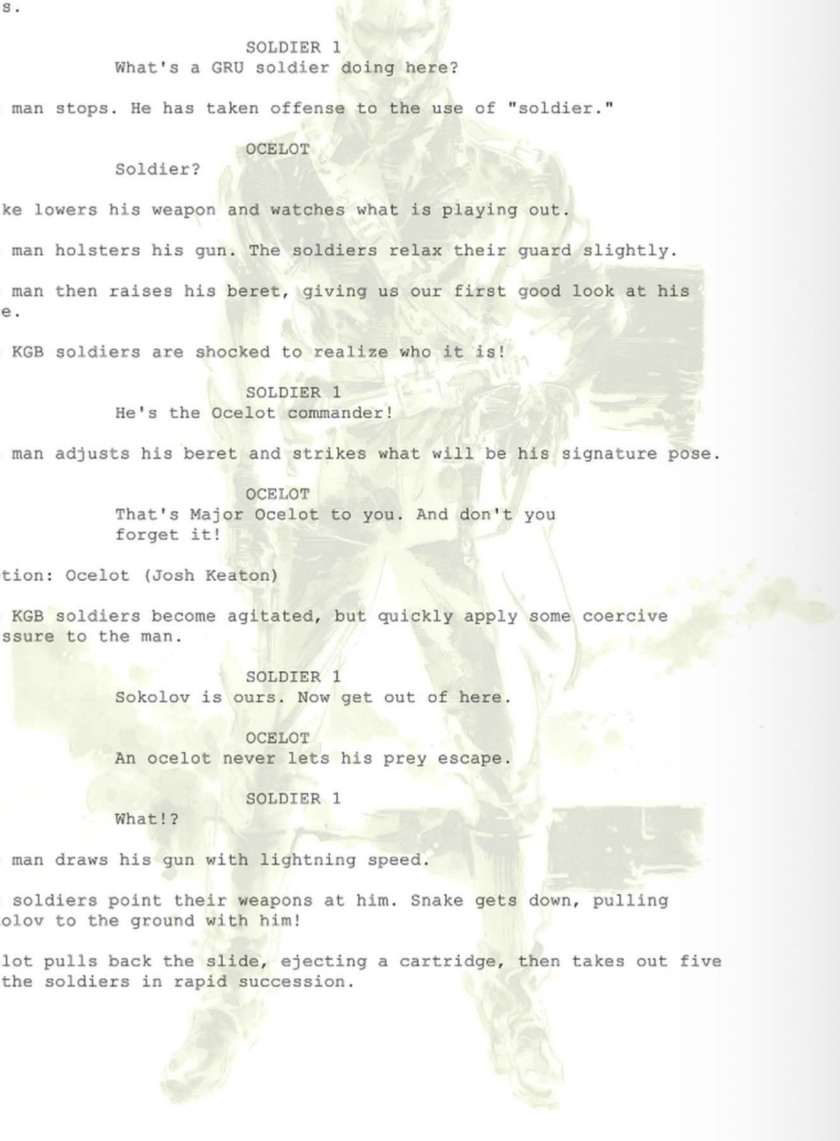
Snake stops in his tracks. He goes to turn around with his gun still aimed.

But then, up ahead he sees a man come walking toward them. The player can get a look at him if they go into First Person View. The sounds of his boot spurs (for horse-riding) against the ground echo across the remains of the factory.

OCELOT

So this is the legendary Boss? We meet at last.

The man has emerged from the forest. He wears a beret pulled down over his face. All we can see of it is the piercing look in his eyes. He has on his full dress uniform, as well as boots with horse-riding spurs, and a red scarf with matching gloves. His chest is decorated with medals. He spins a Makarov as he approaches. The KGB soldiers recoil upon seeing him.



SOLDIER 1
You... you're from the Ocelot Unit of
Spetsnaz!

Several of the soldiers point their weapons at the man, but he pays no attention to them as he continues to spin his gun and walk up to them. He's still quite a distance away—far enough to mistake Snake for The Boss.

SOLDIER 1
What's a GRU soldier doing here?

The man stops. He has taken offense to the use of "soldier."

OCELOT
Soldier?

Snake lowers his weapon and watches what is playing out.

The man holsters his gun. The soldiers relax their guard slightly.

The man then raises his beret, giving us our first good look at his face.

The KGB soldiers are shocked to realize who it is!

SOLDIER 1
He's the Ocelot commander!

The man adjusts his beret and strikes what will be his signature pose.

OCELOT
That's Major Ocelot to you. And don't you
forget it!

Caption: Ocelot (Josh Keaton)

The KGB soldiers become agitated, but quickly apply some coercive pressure to the man.

SOLDIER 1
Sokolov is ours. Now get out of here.

OCELOT
An ocelot never lets his prey escape.

SOLDIER 1
What!?

The man draws his gun with lightning speed.

The soldiers point their weapons at him. Snake gets down, pulling Sokolov to the ground with him!

Ocelot pulls back the slide, ejecting a cartridge, then takes out five of the soldiers in rapid succession.

SOLDIER 1-5
screams

The man is a quick shot. What's more, with every round, he twists his elbow to absorb the recoil. This may come off as theatrics, but it's actually an advanced technique.

The entire squad has been wiped out... except for one soldier left on the roof!

Ocelot ricochets a bullet to eliminate him too.

SOLDIER 6
screams from being shot

He has used a Russian weapon to perform a saucy technique seen in Spaghetti Westerns (one-handed shooting).

The soldier falls to the ground.

SOLDIER 6
screams from falling

A survivor, half-dead, tries to get away. Ocelot puts a bullet in him without hesitation.

SOLDIER 1
screams

Snake can't believe what he's just witnessed!

Ocelot spins his gun before holstering it.

Ocelot has been informed by Volgin about the situation, which is why he thinks Snake is The Boss. Snake hasn't picked up on the meaning behind Ocelot's use of the phrase "the legendary Boss."

OCELOT
I can't say it feels good to kill a comrade, even if it is for the GRU (the army).

SOKOLOV
raises his voice after seeing all the bodies

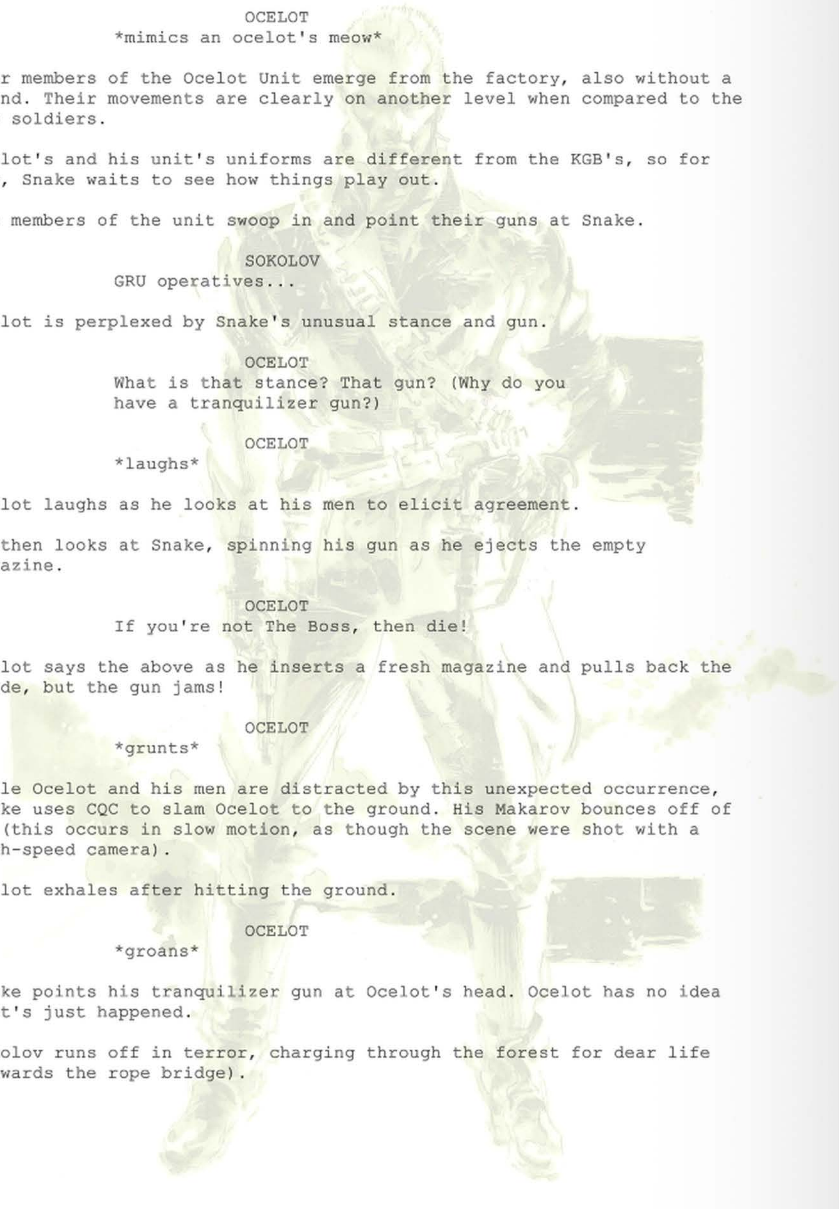
SNAKE
Sokolov, take cover!

Sokolov hides in the factory.

Snake stands up.

Ocelot takes a long, hard look at Snake's face. He finally realizes he's got the wrong person.

OCELOT
... you're not The Boss, are you?



Snake readies his tranquilizer gun in a CQC stance.

Ocelot signals his men (mimics an ocelot's meow).

OCELOT
mimics an ocelot's meow

Four members of the Ocelot Unit emerge from the factory, also without a sound. Their movements are clearly on another level when compared to the KGB soldiers.

Ocelot's and his unit's uniforms are different from the KGB's, so for now, Snake waits to see how things play out.

The members of the unit swoop in and point their guns at Snake.

SOKOLOV
GRU operatives...

Ocelot is perplexed by Snake's unusual stance and gun.

OCELOT
What is that stance? That gun? (Why do you have a tranquilizer gun?)

OCELOT
laughs

Ocelot laughs as he looks at his men to elicit agreement.

He then looks at Snake, spinning his gun as he ejects the empty magazine.

OCELOT
If you're not The Boss, then die!

Ocelot says the above as he inserts a fresh magazine and pulls back the slide, but the gun jams!

OCELOT
grunts

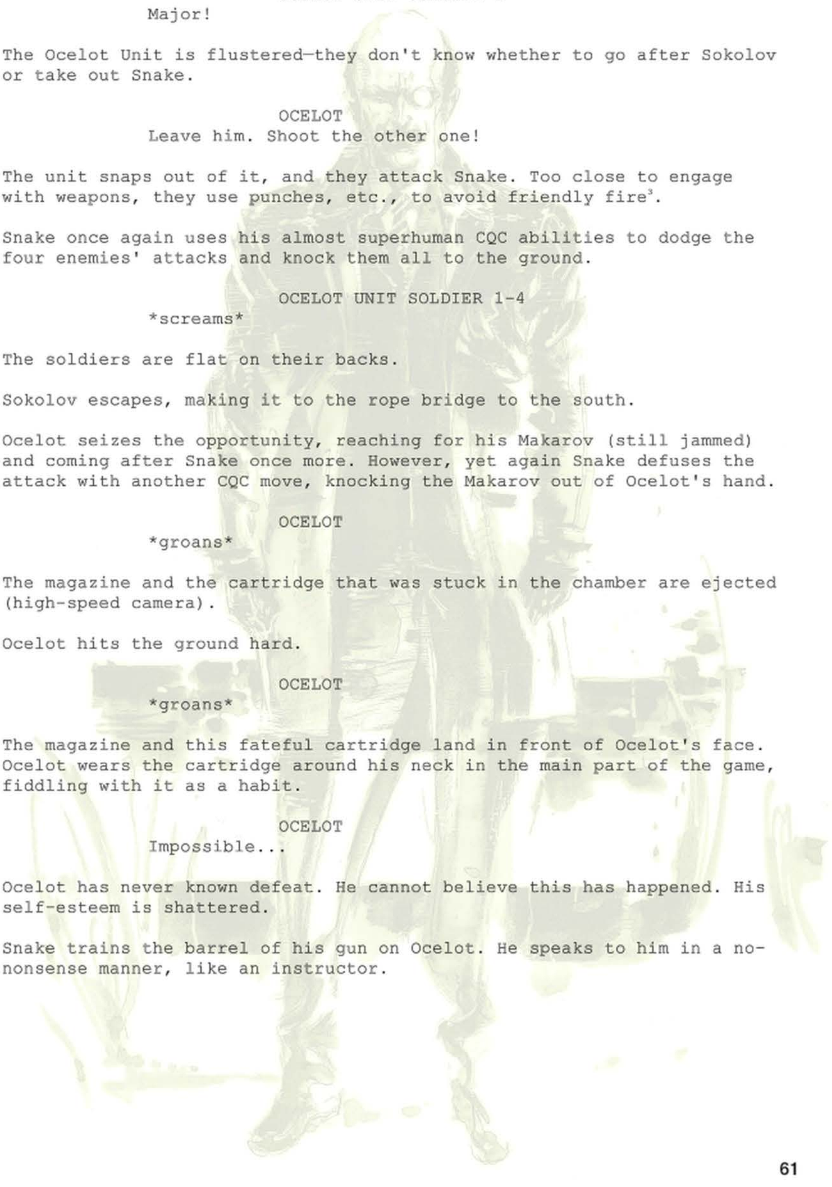
While Ocelot and his men are distracted by this unexpected occurrence, Snake uses CQC to slam Ocelot to the ground. His Makarov bounces off of it (this occurs in slow motion, as though the scene were shot with a high-speed camera).

Ocelot exhales after hitting the ground.

OCELOT
groans

Snake points his tranquilizer gun at Ocelot's head. Ocelot has no idea what's just happened.

Sokolov runs off in terror, charging through the forest for dear life (towards the rope bridge).



SOKOLOV

screams

OCELOT UNIT SOLDIER 1

Major!

The Ocelot Unit is flustered—they don't know whether to go after Sokolov or take out Snake.

OCELOT

Leave him. Shoot the other one!

The unit snaps out of it, and they attack Snake. Too close to engage with weapons, they use punches, etc., to avoid friendly fire[3].

Snake once again uses his almost superhuman CQC abilities to dodge the four enemies' attacks and knock them all to the ground.

OCELOT UNIT SOLDIER 1-4

screams

The soldiers are flat on their backs.

Sokolov escapes, making it to the rope bridge to the south.

Ocelot seizes the opportunity, reaching for his Makarov (still jammed) and coming after Snake once more. However, yet again Snake defuses the attack with another CQC move, knocking the Makarov out of Ocelot's hand.

OCELOT

groans

The magazine and the cartridge that was stuck in the chamber are ejected (high-speed camera).

Ocelot hits the ground hard.

OCELOT

groans

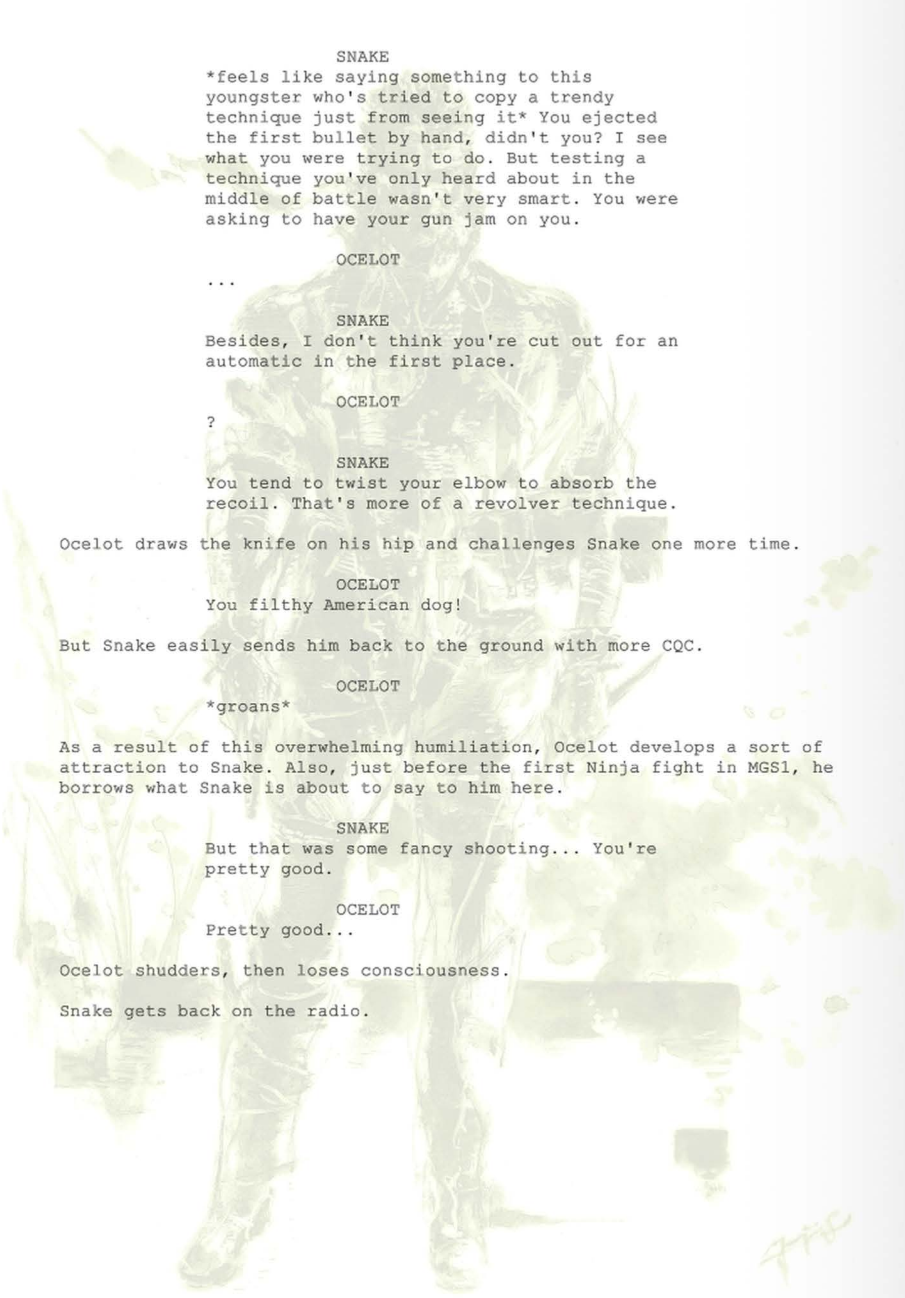
The magazine and this fateful cartridge land in front of Ocelot's face. Ocelot wears the cartridge around his neck in the main part of the game, fiddling with it as a habit.

OCELOT

Impossible...

Ocelot has never known defeat. He cannot believe this has happened. His self-esteem is shattered.

Snake trains the barrel of his gun on Ocelot. He speaks to him in a no-nonsense manner, like an instructor.



SNAKE

feels like saying something to this youngster who's tried to copy a trendy technique just from seeing it You ejected the first bullet by hand, didn't you? I see what you were trying to do. But testing a technique you've only heard about in the middle of battle wasn't very smart. You were asking to have your gun jam on you.

OCELOT

...

SNAKE

Besides, I don't think you're cut out for an automatic in the first place.

OCELOT

?

SNAKE

You tend to twist your elbow to absorb the recoil. That's more of a revolver technique.

Ocelot draws the knife on his hip and challenges Snake one more time.

OCELOT

You filthy American dog!

But Snake easily sends him back to the ground with more CQC.

OCELOT

groans

As a result of this overwhelming humiliation, Ocelot develops a sort of attraction to Snake. Also, just before the first Ninja fight in MGS1, he borrows what Snake is about to say to him here.

SNAKE

But that was some fancy shooting... You're pretty good.

OCELOT

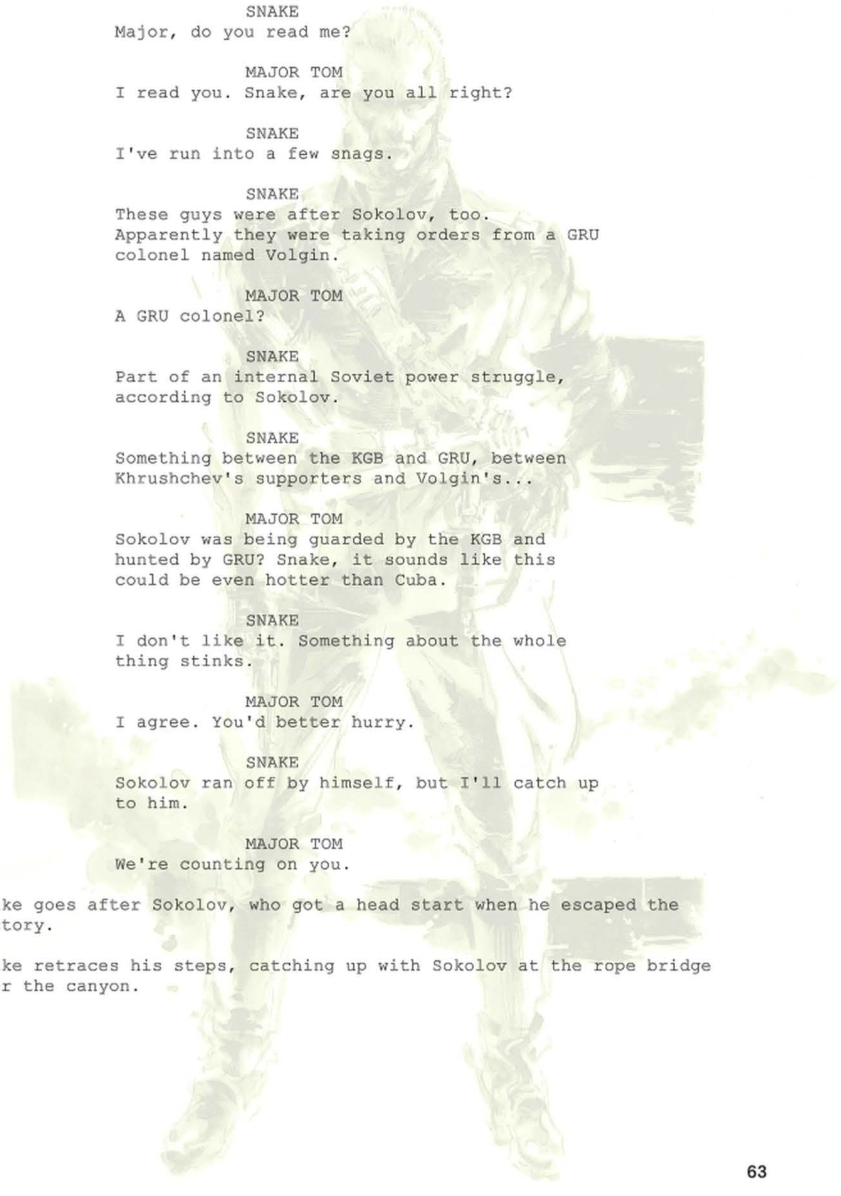
Pretty good...

Ocelot shudders, then loses consciousness.

Snake gets back on the radio.

Meeting Sokolov

Radio Call 2



SNAKE
Major, do you read me?

MAJOR TOM
I read you. Snake, are you all right?

SNAKE
I've run into a few snags.

SNAKE
These guys were after Sokolov, too. Apparently they were taking orders from a GRU colonel named Volgin.

MAJOR TOM
A GRU colonel?

SNAKE
Part of an internal Soviet power struggle, according to Sokolov.

SNAKE
Something between the KGB and GRU, between Khrushchev's supporters and Volgin's...

MAJOR TOM
Sokolov was being guarded by the KGB and hunted by GRU? Snake, it sounds like this could be even hotter than Cuba.

SNAKE
I don't like it. Something about the whole thing stinks.

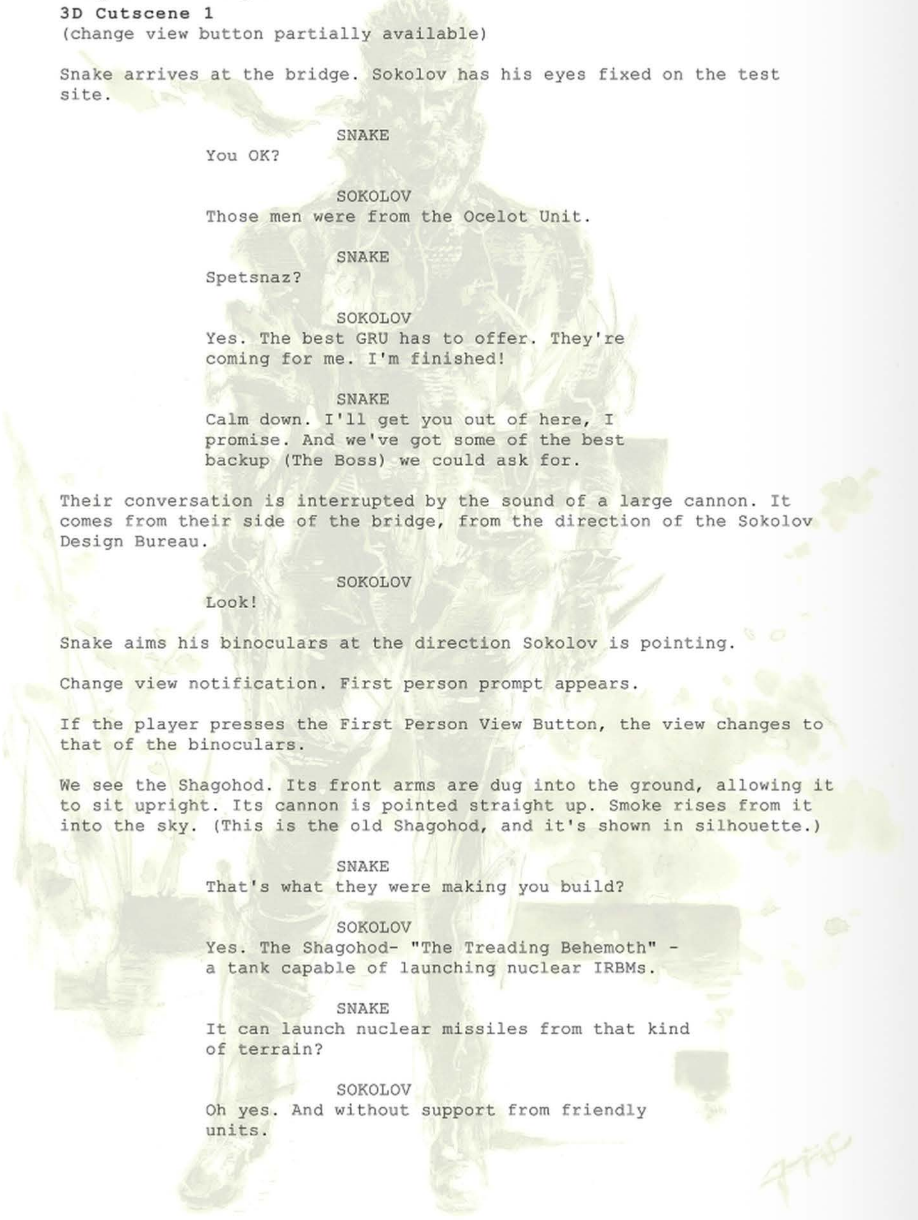
MAJOR TOM
I agree. You'd better hurry.

SNAKE
Sokolov ran off by himself, but I'll catch up to him.

MAJOR TOM
We're counting on you.

Snake goes after Sokolov, who got a head start when he escaped the factory.

Snake retraces his steps, catching up with Sokolov at the rope bridge over the canyon.



Rope Bridge

3D Cutscene 1

(change view button partially available)

Snake arrives at the bridge. Sokolov has his eyes fixed on the test site.

SNAKE
You OK?

SOKOLOV
Those men were from the Ocelot Unit.

SNAKE
Spetsnaz?

SOKOLOV
Yes. The best GRU has to offer. They're coming for me. I'm finished!

SNAKE
Calm down. I'll get you out of here, I promise. And we've got some of the best backup (The Boss) we could ask for.

Their conversation is interrupted by the sound of a large cannon. It comes from their side of the bridge, from the direction of the Sokolov Design Bureau.

SOKOLOV
Look!

Snake aims his binoculars at the direction Sokolov is pointing.

Change view notification. First person prompt appears.

If the player presses the First Person View Button, the view changes to that of the binoculars.

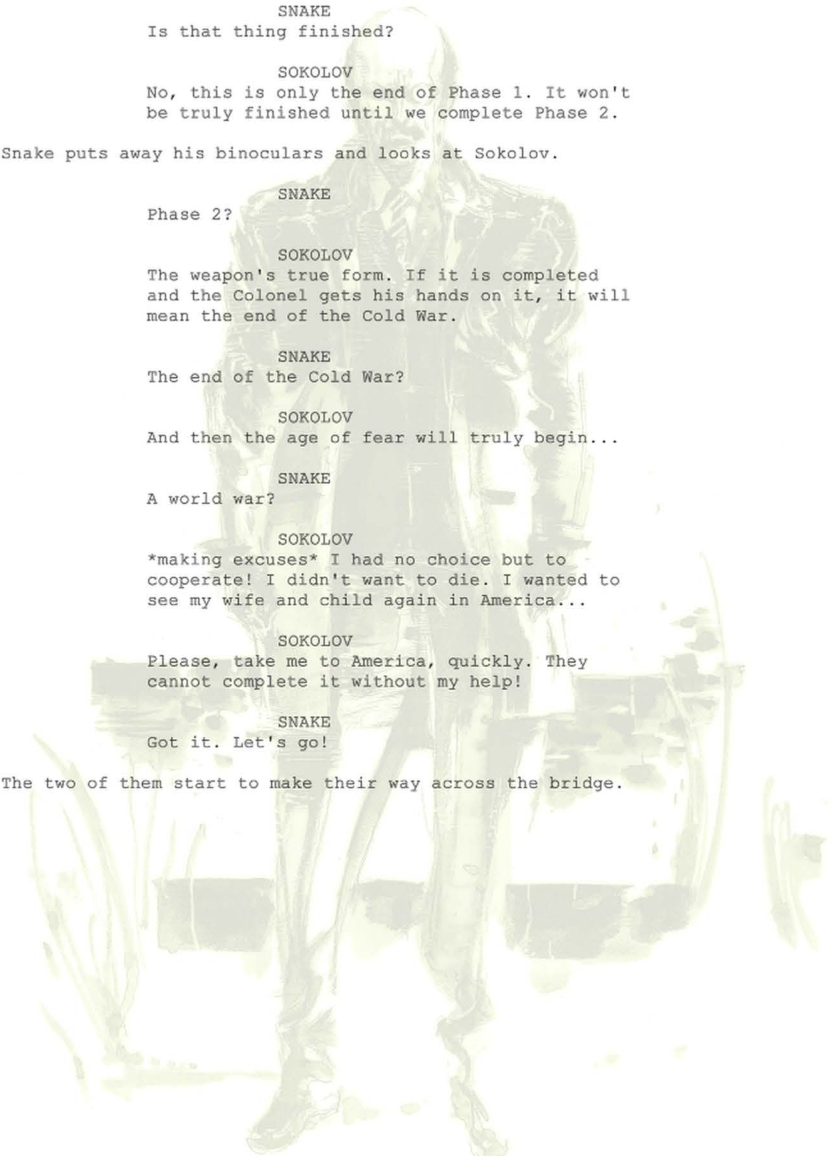
We see the Shagohod. Its front arms are dug into the ground, allowing it to sit upright. Its cannon is pointed straight up. Smoke rises from it into the sky. (This is the old Shagohod, and it's shown in silhouette.)

SNAKE
That's what they were making you build?

SOKOLOV
Yes. The Shagohod- "The Treading Behemoth" - a tank capable of launching nuclear IRBMs.

SNAKE
It can launch nuclear missiles from that kind of terrain?

SOKOLOV
Oh yes. And without support from friendly units.



SNAKE
A nuclear-equipped tank capable of operating solo...

SNAKE
Is that thing finished?

SOKOLOV
No, this is only the end of Phase 1. It won't be truly finished until we complete Phase 2.

Snake puts away his binoculars and looks at Sokolov.

SNAKE
Phase 2?

SOKOLOV
The weapon's true form. If it is completed and the Colonel gets his hands on it, it will mean the end of the Cold War.

SNAKE
The end of the Cold War?

SOKOLOV
And then the age of fear will truly begin...

SNAKE
A world war?

SOKOLOV
making excuses I had no choice but to cooperate! I didn't want to die. I wanted to see my wife and child again in America...

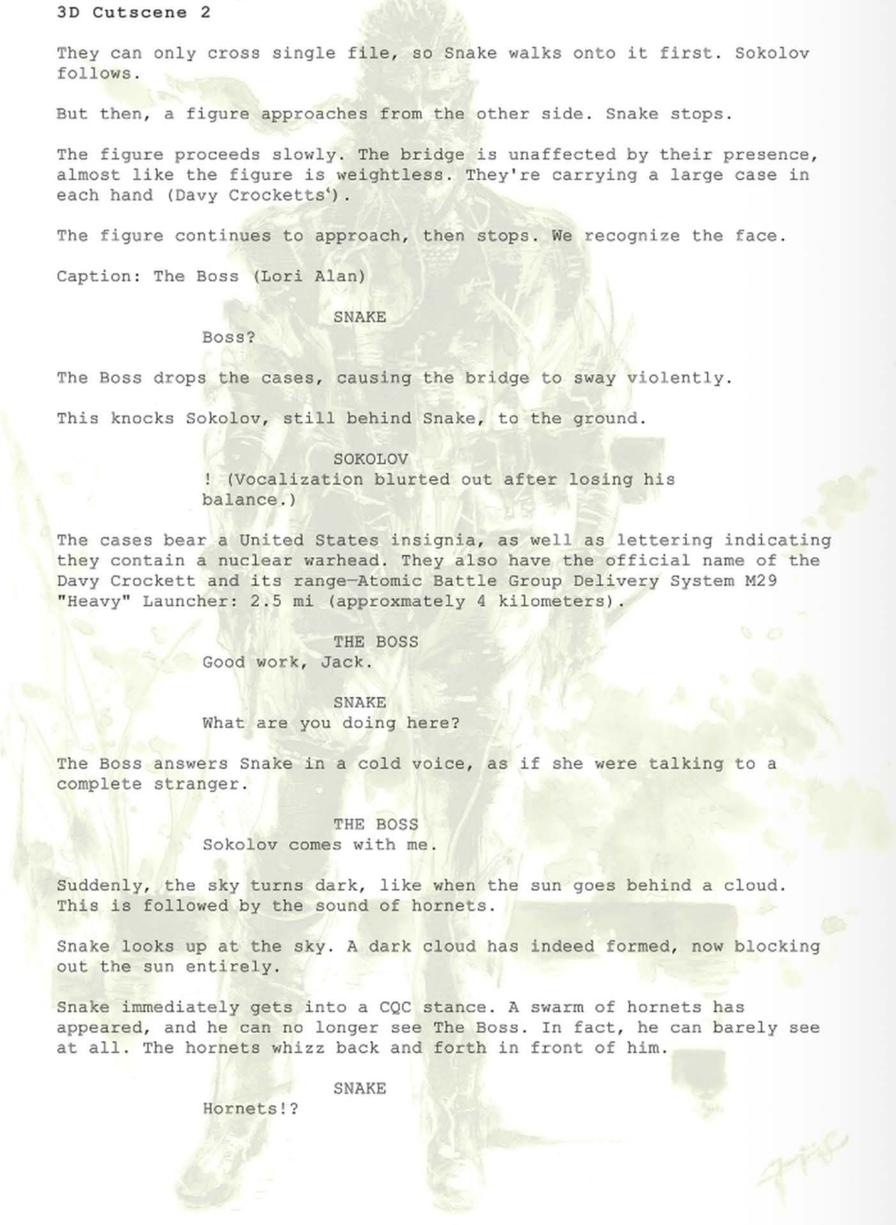
SOKOLOV
Please, take me to America, quickly. They cannot complete it without my help!

SNAKE
Got it. Let's go!

The two of them start to make their way across the bridge.

Rope Bridge

3D Cutscene 2



They can only cross single file, so Snake walks onto it first. Sokolov follows.

But then, a figure approaches from the other side. Snake stops.

The figure proceeds slowly. The bridge is unaffected by their presence, almost like the figure is weightless. They're carrying a large case in each hand (Davy Crocketts‘).

The figure continues to approach, then stops. We recognize the face.

Caption: The Boss (Lori Alan)

SNAKE

Boss?

The Boss drops the cases, causing the bridge to sway violently.

This knocks Sokolov, still behind Snake, to the ground.

SOKOLOV

! (Vocalization blurted out after losing his balance.)

The cases bear a United States insignia, as well as lettering indicating they contain a nuclear warhead. They also have the official name of the Davy Crockett and its range—Atomic Battle Group Delivery System M29 "Heavy" Launcher: 2.5 mi (approxmately 4 kilometers).

THE BOSS

Good work, Jack.

SNAKE

What are you doing here?

The Boss answers Snake in a cold voice, as if she were talking to a complete stranger.

THE BOSS

Sokolov comes with me.

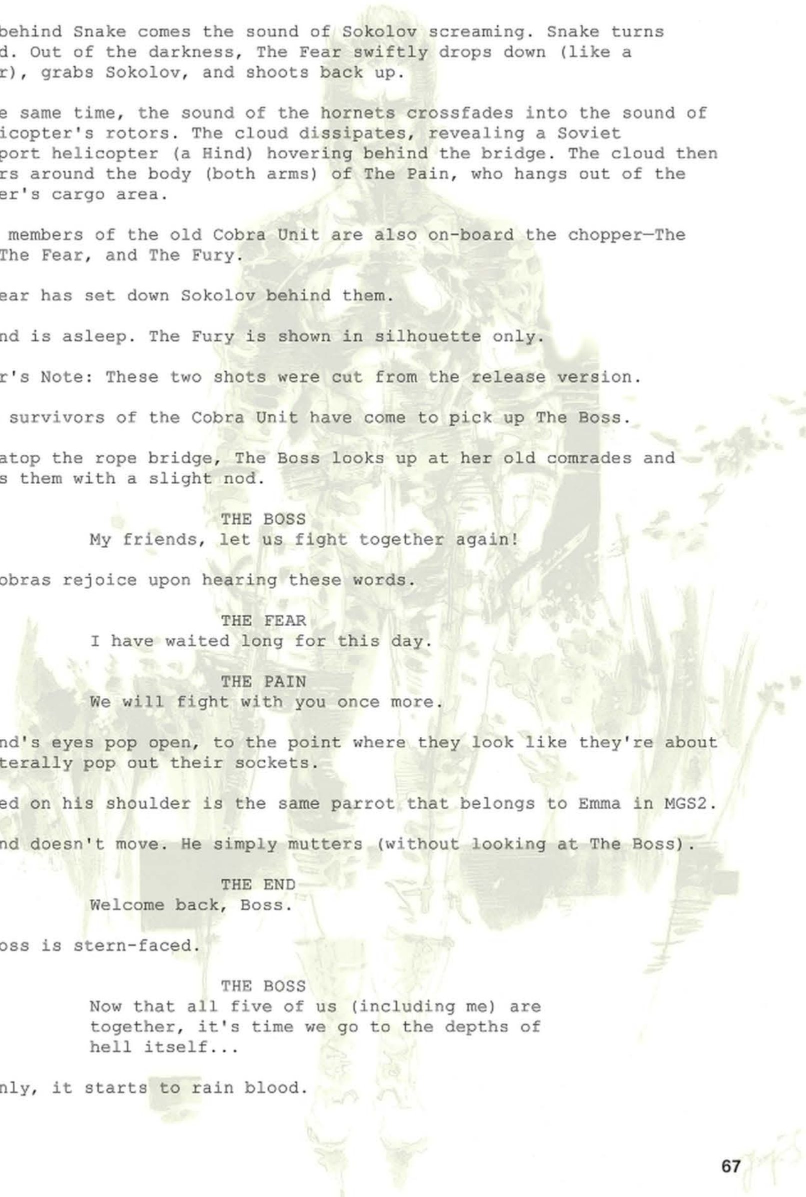
Suddenly, the sky turns dark, like when the sun goes behind a cloud. This is followed by the sound of hornets.

Snake looks up at the sky. A dark cloud has indeed formed, now blocking out the sun entirely.

Snake immediately gets into a CQC stance. A swarm of hornets has appeared, and he can no longer see The Boss. In fact, he can barely see at all. The hornets whizz back and forth in front of him.

SNAKE

Hornets!?



The nature of the "cloud" has become clear.

SOKOLOV
screams

From behind Snake comes the sound of Sokolov screaming. Snake turns around. Out of the darkness, The Fear swiftly drops down (like a spider), grabs Sokolov, and shoots back up.

At the same time, the sound of the hornets crossfades into the sound of a helicopter's rotors. The cloud dissipates, revealing a Soviet transport helicopter (a Hind) hovering behind the bridge. The cloud then gathers around the body (both arms) of The Pain, who hangs out of the chopper's cargo area.

Other members of the old Cobra Unit are also on-board the chopper—The End, The Fear, and The Fury.

The Fear has set down Sokolov behind them.

The End is asleep. The Fury is shown in silhouette only.

Editor's Note: These two shots were cut from the release version.

These survivors of the Cobra Unit have come to pick up The Boss.

From atop the rope bridge, The Boss looks up at her old comrades and greets them with a slight nod.

THE BOSS
My friends, let us fight together again!

The Cobras rejoice upon hearing these words.

THE FEAR
I have waited long for this day.

THE PAIN
We will fight with you once more.

The End's eyes pop open, to the point where they look like they're about to literally pop out their sockets.

Perched on his shoulder is the same parrot that belongs to Emma in MGS2.

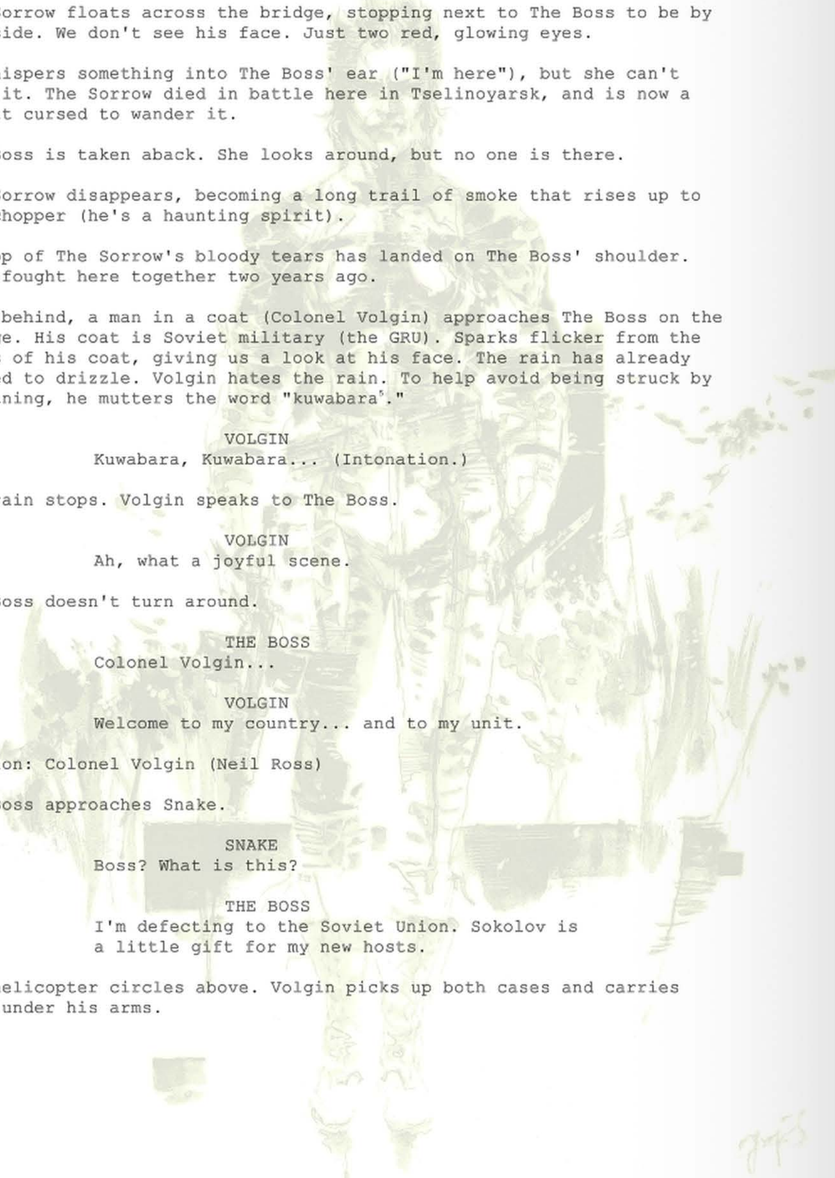
The End doesn't move. He simply mutters (without looking at The Boss).

THE END
Welcome back, Boss.

The Boss is stern-faced.

THE BOSS
Now that all five of us (including me) are together, it's time we go to the depths of hell itself...

Suddenly, it starts to rain blood.



A figure emerges behind The Boss. It is a man (The Sorrow) in a hoodie.

THE BOSS
It's raining blood... Is he crying?

The Sorrow floats across the bridge, stopping next to The Boss to be by her side. We don't see his face. Just two red, glowing eyes.

He whispers something into The Boss' ear ("I'm here"), but she can't hear it. The Sorrow died in battle here in Tselinoyarsk, and is now a spirit cursed to wander it.

The Boss is taken aback. She looks around, but no one is there.

The Sorrow disappears, becoming a long trail of smoke that rises up to the chopper (he's a haunting spirit).

A drop of The Sorrow's bloody tears has landed on The Boss' shoulder. They fought here together two years ago.

From behind, a man in a coat (Colonel Volgin) approaches The Boss on the bridge. His coat is Soviet military (the GRU). Sparks flicker from the edges of his coat, giving us a look at his face. The rain has already turned to drizzle. Volgin hates the rain. To help avoid being struck by lightning, he mutters the word "kuwabara[5]."

VOLGIN
Kuwabara, Kuwabara... (Intonation.)

The rain stops. Volgin speaks to The Boss.

VOLGIN
Ah, what a joyful scene.

The Boss doesn't turn around.

THE BOSS
Colonel Volgin...

VOLGIN
Welcome to my country... and to my unit.

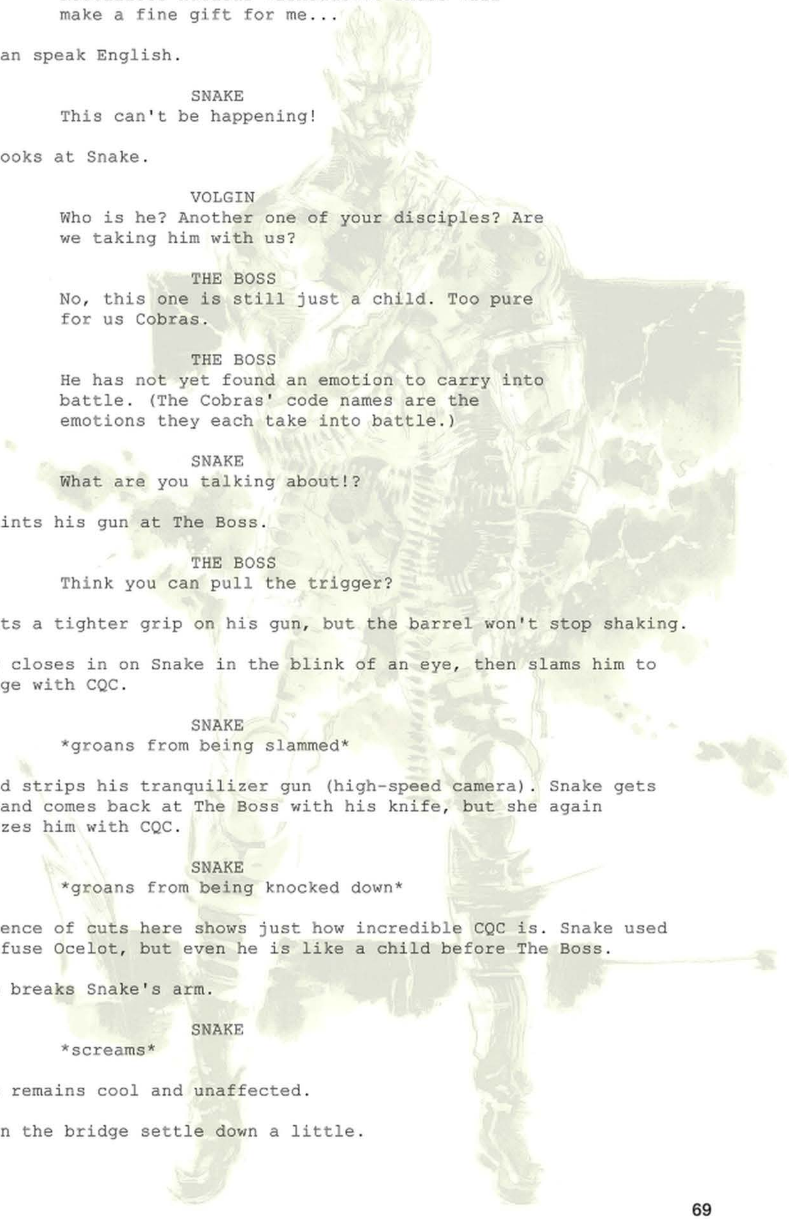
Caption: Colonel Volgin (Neil Ross)

The Boss approaches Snake.

SNAKE
Boss? What is this?

THE BOSS
I'm defecting to the Soviet Union. Sokolov is a little gift for my new hosts.

The helicopter circles above. Volgin picks up both cases and carries them under his arms.



VOLGIN
Recoilless nuclear warheads... These will make a fine gift for me...

Volgin can speak English.

SNAKE
This can't be happening!

Volgin looks at Snake.

VOLGIN
Who is he? Another one of your disciples? Are we taking him with us?

THE BOSS
No, this one is still just a child. Too pure for us Cobras.

THE BOSS
He has not yet found an emotion to carry into battle. (The Cobras' code names are the emotions they each take into battle.)

SNAKE
What are you talking about!?

Snake points his gun at The Boss.

THE BOSS
Think you can pull the trigger?

Snake gets a tighter grip on his gun, but the barrel won't stop shaking.

The Boss closes in on Snake in the blink of an eye, then slams him to the bridge with CQC.

SNAKE
groans from being slammed

She field strips his tranquilizer gun (high-speed camera). Snake gets back up and comes back at The Boss with his knife, but she again neutralizes him with CQC.

SNAKE
groans from being knocked down

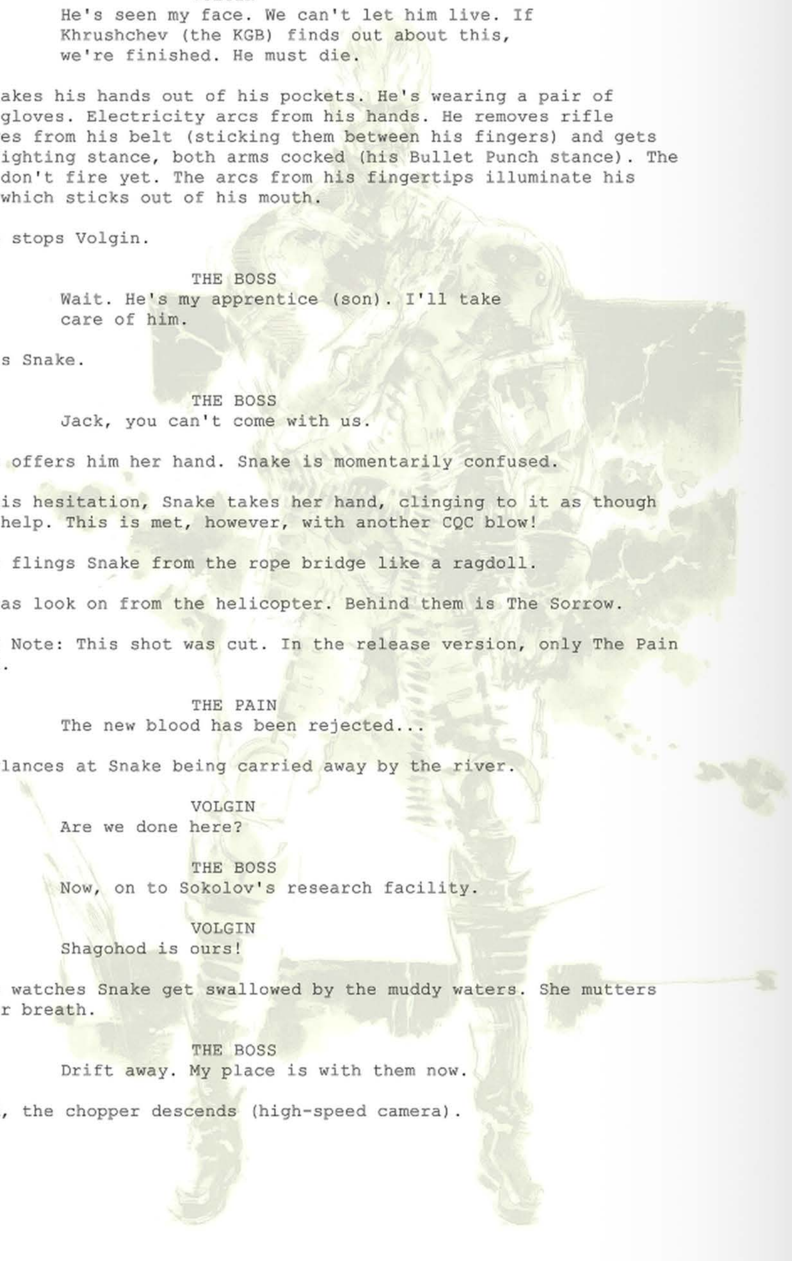
The sequence of cuts here shows just how incredible CQC is. Snake used it to defuse Ocelot, but even he is like a child before The Boss.

She then breaks Snake's arm.

SNAKE
screams

The Boss remains cool and unaffected.

Things on the bridge settle down a little.



VOLGIN

He's seen my face. We can't let him live. If Khrushchev (the KGB) finds out about this, we're finished. He must die.

Volgin takes his hands out of his pockets. He's wearing a pair of crimson gloves. Electricity arcs from his hands. He removes rifle cartridges from his belt (sticking them between his fingers) and gets into a fighting stance, both arms cocked (his Bullet Punch stance). The bullets don't fire yet. The arcs from his fingertips illuminate his tongue, which sticks out of his mouth.

The Boss stops Volgin.

THE BOSS

Wait. He's my apprentice (son). I'll take care of him.

She faces Snake.

THE BOSS

Jack, you can't come with us.

The Boss offers him her hand. Snake is momentarily confused.

After this hesitation, Snake takes her hand, clinging to it as though seeking help. This is met, however, with another CQC blow!

The Boss flings Snake from the rope bridge like a ragdoll.

The Cobras look on from the helicopter. Behind them is The Sorrow.

Editor's Note: This shot was cut. In the release version, only The Pain looks on.

THE PAIN

The new blood has been rejected...

Volgin glances at Snake being carried away by the river.

VOLGIN

Are we done here?

THE BOSS

Now, on to Sokolov's research facility.

VOLGIN

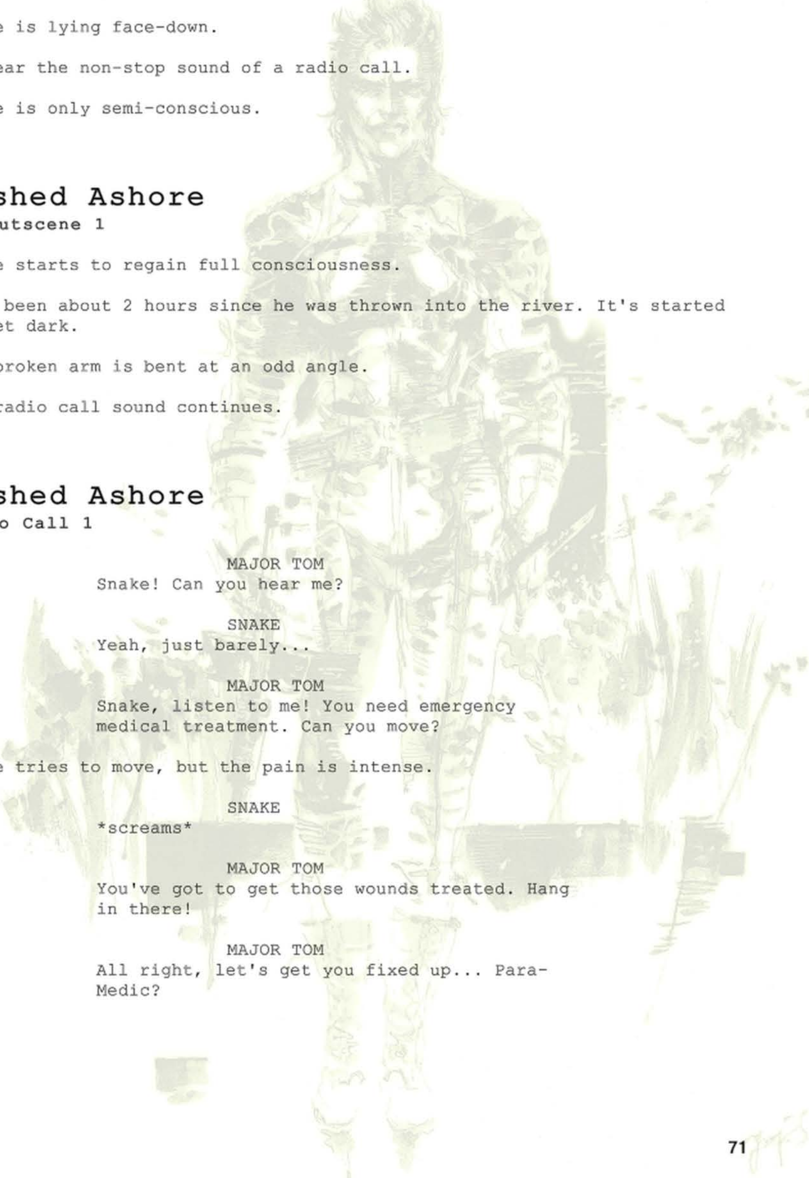
Shagohod is ours!

The Boss watches Snake get swallowed by the muddy waters. She mutters under her breath.

THE BOSS

Drift away. My place is with them now.

Overhead, the chopper descends (high-speed camera).



Rope Bridge

3D Cutscene 3

Snake washes up on the bank of the river. The water is dirty.

Snake is lying face-down.

We hear the non-stop sound of a radio call.

Snake is only semi-conscious.

Washed Ashore

3D Cutscene 1

Snake starts to regain full consciousness.

It's been about 2 hours since he was thrown into the river. It's started to get dark.

His broken arm is bent at an odd angle.

The radio call sound continues.

Washed Ashore

Radio Call 1

MAJOR TOM
Snake! Can you hear me?

SNAKE
Yeah, just barely...

MAJOR TOM
Snake, listen to me! You need emergency medical treatment. Can you move?

Snake tries to move, but the pain is intense.

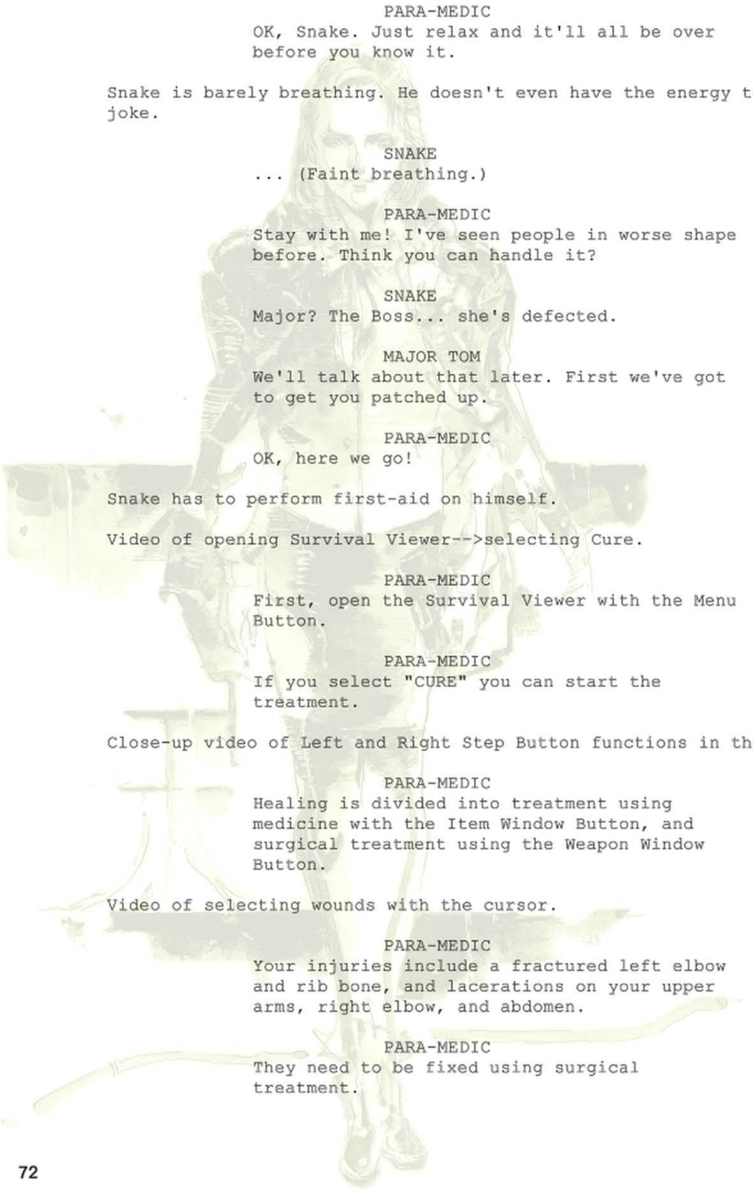
SNAKE
screams

MAJOR TOM
You've got to get those wounds treated. Hang in there!

MAJOR TOM
All right, let's get you fixed up... Para-Medic?

Washed Ashore

Survival Viewer Sequence 1



PARA-MEDIC
OK, Snake. Just relax and it'll all be over before you know it.

Snake is barely breathing. He doesn't even have the energy to spring a joke.

SNAKE
... (Faint breathing.)

PARA-MEDIC
Stay with me! I've seen people in worse shape before. Think you can handle it?

SNAKE
Major? The Boss... she's defected.

MAJOR TOM
We'll talk about that later. First we've got to get you patched up.

PARA-MEDIC
OK, here we go!

Snake has to perform first-aid on himself.

Video of opening Survival Viewer-->selecting Cure.

PARA-MEDIC
First, open the Survival Viewer with the Menu Button.

PARA-MEDIC
If you select "CURE" you can start the treatment.

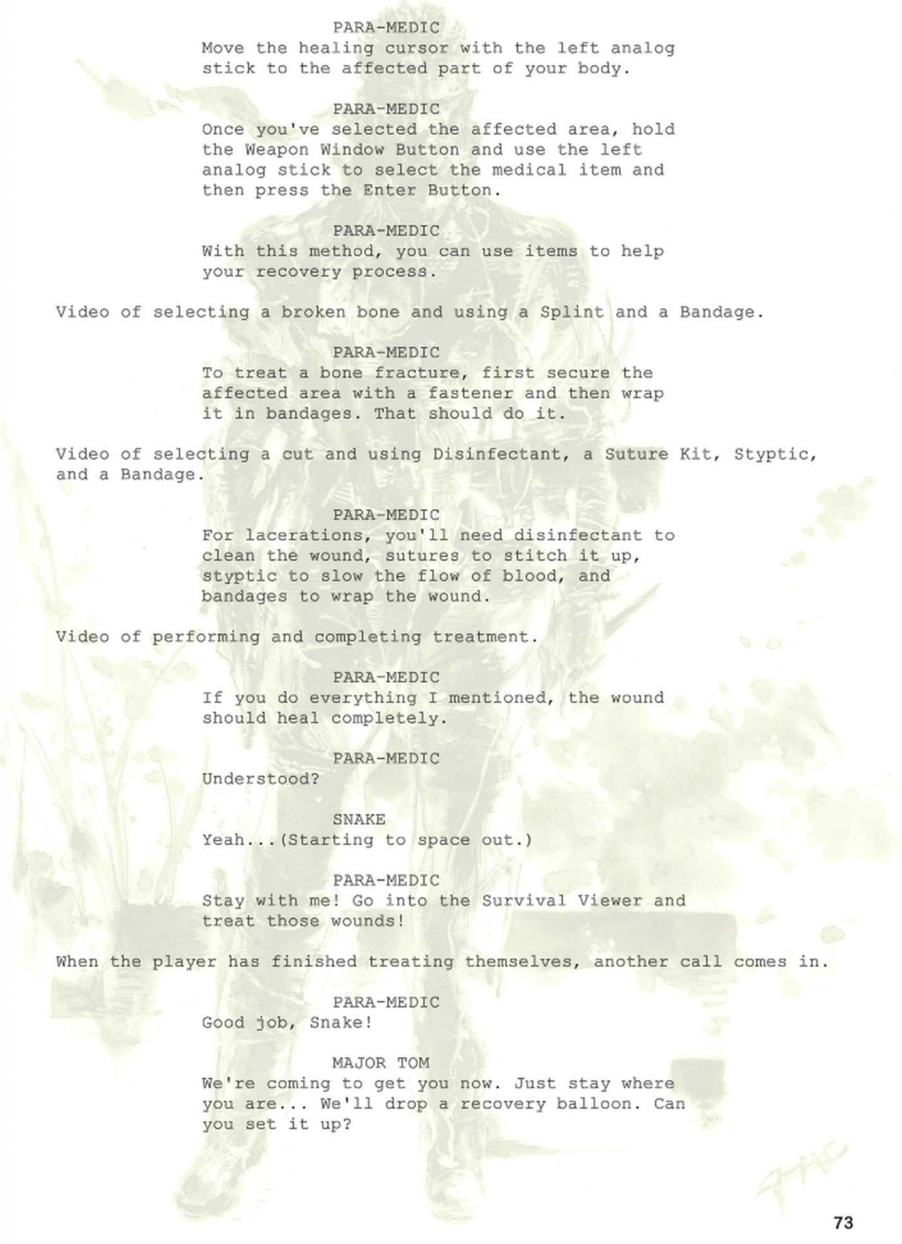
Close-up video of Left and Right Step Button functions in the Cure menu.

PARA-MEDIC
Healing is divided into treatment using medicine with the Item Window Button, and surgical treatment using the Weapon Window Button.

Video of selecting wounds with the cursor.

PARA-MEDIC
Your injuries include a fractured left elbow and rib bone, and lacerations on your upper arms, right elbow, and abdomen.

PARA-MEDIC
They need to be fixed using surgical treatment.



Video of selecting a cut and using Disinfectant.

PARA-MEDIC
Move the healing cursor with the left analog stick to the affected part of your body.

PARA-MEDIC
Once you've selected the affected area, hold the Weapon Window Button and use the left analog stick to select the medical item and then press the Enter Button.

PARA-MEDIC
With this method, you can use items to help your recovery process.

Video of selecting a broken bone and using a Splint and a Bandage.

PARA-MEDIC
To treat a bone fracture, first secure the affected area with a fastener and then wrap it in bandages. That should do it.

Video of selecting a cut and using Disinfectant, a Suture Kit, Styptic, and a Bandage.

PARA-MEDIC
For lacerations, you'll need disinfectant to clean the wound, sutures to stitch it up, styptic to slow the flow of blood, and bandages to wrap the wound.

Video of performing and completing treatment.

PARA-MEDIC
If you do everything I mentioned, the wound should heal completely.

PARA-MEDIC
Understood?

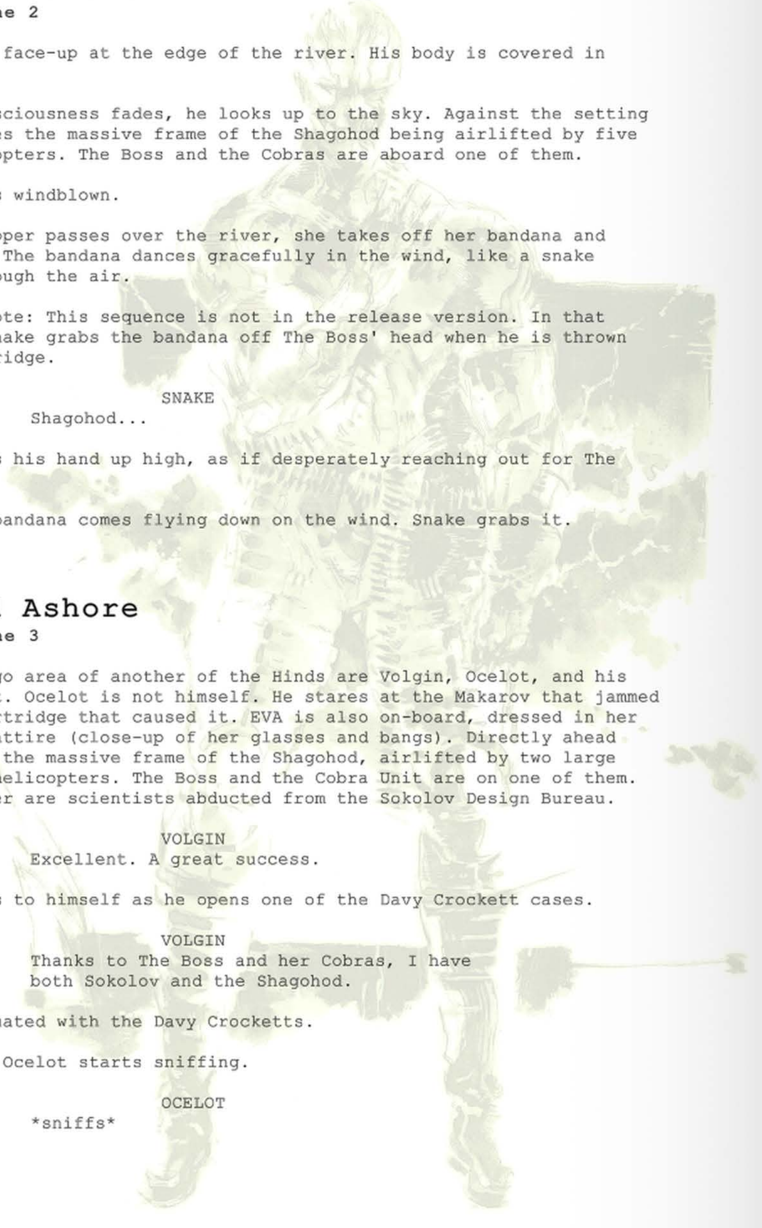
SNAKE
Yeah...(Starting to space out.)

PARA-MEDIC
Stay with me! Go into the Survival Viewer and treat those wounds!

When the player has finished treating themselves, another call comes in.

PARA-MEDIC
Good job, Snake!

MAJOR TOM
We're coming to get you now. Just stay where you are... We'll drop a recovery balloon. Can you set it up?



Washed Ashore

3D Cutscene 2

Snake lies face-up at the edge of the river. His body is covered in bandages.

As his consciousness fades, he looks up to the sky. Against the setting sun, he sees the massive frame of the Shagohod being airlifted by five Hind helicopters. The Boss and the Cobras are aboard one of them.

The Boss is windblown.

As the chopper passes over the river, she takes off her bandana and throws it. The bandana dances gracefully in the wind, like a snake flying through the air.

Editor's Note: This sequence is not in the release version. In that version, Snake grabs the bandana off The Boss' head when he is thrown from the bridge.

SNAKE
Shagohod...

Snake holds his hand up high, as if desperately reaching out for The Boss.

The Boss' bandana comes flying down on the wind. Snake grabs it.

Washed Ashore

3D Cutscene 3

In the cargo area of another of the Hinds are Volgin, Ocelot, and his Ocelot Unit. Ocelot is not himself. He stares at the Makarov that jammed and the cartridge that caused it. EVA is also on-board, dressed in her secretary attire (close-up of her glasses and bangs). Directly ahead (below) is the massive frame of the Shagohod, airlifted by two large transport helicopters. The Boss and the Cobra Unit are on one of them. On the other are scientists abducted from the Sokolov Design Bureau.

VOLGIN
Excellent. A great success.

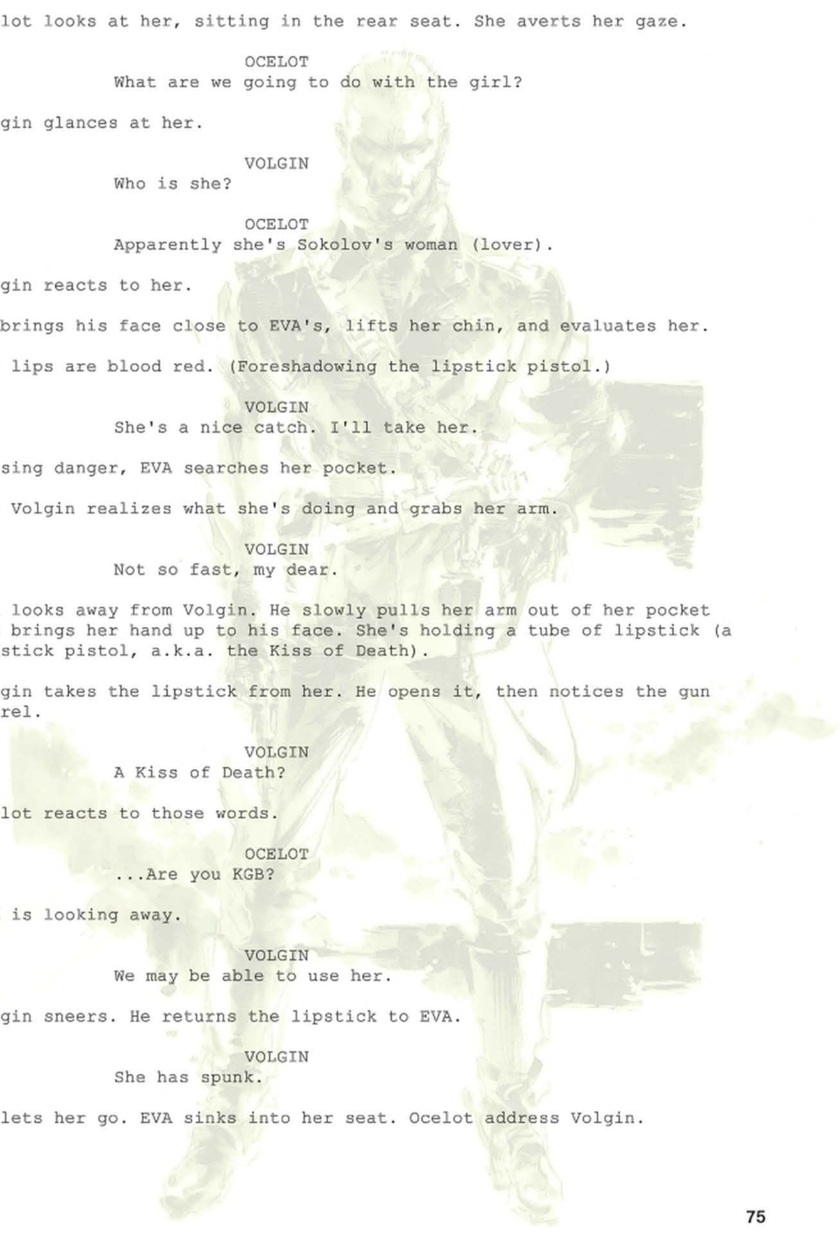
Volgin nods to himself as he opens one of the Davy Crockett cases.

VOLGIN
Thanks to The Boss and her Cobras, I have both Sokolov and the Shagohod.

He's infatuated with the Davy Crocketts.

Meanwhile, Ocelot starts sniffing.

OCELOT
sniffs



He's reacting to EVA's perfume (foreshadowing).

Ocelot looks at her, sitting in the rear seat. She averts her gaze.

OCELOT
What are we going to do with the girl?

Volgin glances at her.

VOLGIN
Who is she?

OCELOT
Apparently she's Sokolov's woman (lover).

Volgin reacts to her.

He brings his face close to EVA's, lifts her chin, and evaluates her.

Her lips are blood red. (Foreshadowing the lipstick pistol.)

VOLGIN
She's a nice catch. I'll take her.

Sensing danger, EVA searches her pocket.

But Volgin realizes what she's doing and grabs her arm.

VOLGIN
Not so fast, my dear.

EVA looks away from Volgin. He slowly pulls her arm out of her pocket and brings her hand up to his face. She's holding a tube of lipstick (a lipstick pistol, a.k.a. the Kiss of Death).

Volgin takes the lipstick from her. He opens it, then notices the gun barrel.

VOLGIN
A Kiss of Death?

Ocelot reacts to those words.

OCELOT
...Are you KGB?

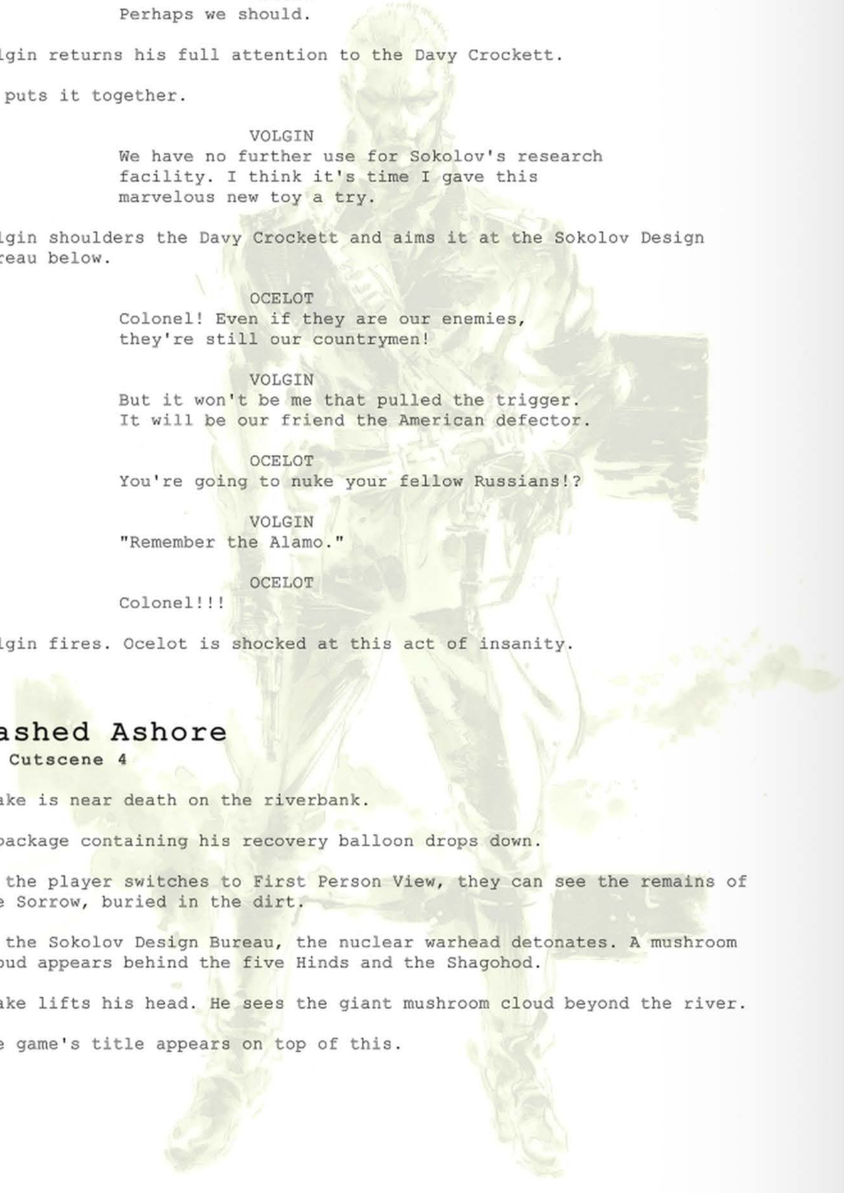
EVA is looking away.

VOLGIN
We may be able to use her.

Volgin sneers. He returns the lipstick to EVA.

VOLGIN
She has spunk.

He lets her go. EVA sinks into her seat. Ocelot address Volgin.



OCELOT
Shall we take her back to the base?

VOLGIN
Perhaps we should.

Volgin returns his full attention to the Davy Crockett.

He puts it together.

VOLGIN
We have no further use for Sokolov's research facility. I think it's time I gave this marvelous new toy a try.

Volgin shoulders the Davy Crockett and aims it at the Sokolov Design Bureau below.

OCELOT
Colonel! Even if they are our enemies, they're still our countrymen!

VOLGIN
But it won't be me that pulled the trigger. It will be our friend the American defector.

OCELOT
You're going to nuke your fellow Russians!?

VOLGIN
"Remember the Alamo."

OCELOT
Colonel!!!

Volgin fires. Ocelot is shocked at this act of insanity.

Washed Ashore

3D Cutscene 4

Snake is near death on the riverbank.

A package containing his recovery balloon drops down.

If the player switches to First Person View, they can see the remains of The Sorrow, buried in the dirt.

At the Sokolov Design Bureau, the nuclear warhead detonates. A mushroom cloud appears behind the five Hinds and the Shagohod.

Snake lifts his head. He sees the giant mushroom cloud beyond the river.

The game's title appears on top of this.

Footnotes

[1] Acronym for the Soviet Union's *Glavnoye Razvedyvatelnoye Upravlenie* ("Main Intelligence Directorate"). A secretive state apparatus set up within the military, its subordinate organizations involved the use of Spetsnaz special forces.

[2] First Secretary of the Communist Party of the Soviet Union, he succeeded Stalin and Malenkov. Removed from power in 1964.

[3] Accidentally firing upon or bombing a friendly combatant.

[4] See the Sigint Radio Conversation: "The Davy Crockett" for details (p. 908).

[5] The legend of Sugawara no Michizane, 9th century Japanese aristocrat: After being exiled to Kyushu and dying there in agony, Michizane returned as a god of lightning and attacked Kyoto to exact his revenge, though the land he had owned—Kuwabara ("mulberry field")—was spared. "Kuwabara" thus became an incantation to ward off lightning, similar to the English phrase "rain rain go away."

Radio Conversations

•Major

Reached Rope Bridge

Return to the rope bridge

(1)

ZERO
Snake, stay alert. The KGB and GRU both have their sights set on Sokolov.

ZERO
GRU is a military espionage outfit, the intelligence wing of the Soviet Defense Ministry's General Staff Office. It competes with the KGB, which is under the Ministry of Internal Affairs, and the two are always watching each other.

SNAKE
Never let the left hand know what the right hand is doing.

ZERO
Exactly. Now, added to that rivalry, there's a vicious power struggle going on between the Khrushchev faction and the anti-Khrushchev faction.

SNAKE
So Khrushchev is using the KGB, and Volgin and the anti-Khrushchev forces are using the GRU?

ZERO
That's the idea. The two factions are fighting over Sokolov. We're in an extremely dangerous situation here.

SNAKE
Yeah. I'm aware of that.

(2)

ZERO
Get Sokolov out of there safely. He must not be turned over to the KGB or to the GRU.

ZERO
Sokolov took off in the direction of the rope bridge. Get after him. Hurry!

Lost contact with The Boss

(1)

SNAKE
Major, have you been able to contact The Boss?

ZERO
No.

(2)
*If player tried calling her but received no response

ZERO
What about you?

SNAKE
No good.

(3)

SNAKE
You really think it's bad reception?

ZERO
We're looking into it.

SNAKE
Major...

ZERO
Snake, you've got more important things to worry about than contacting The Boss.

ZERO
Right now, Sokolov is out there wandering around the jungle alone. What are you going to do if he gets caught by the enemy?

SNAKE
...

(4)

ZERO
We're still looking into why we lost contact with The Boss. I'll let you know as soon as we find anything out.

ZERO
In the meantime, it's your job to find Sokolov and get him to safety. Got it?

Granin Design Bureau

SNAKE
Major, what's this Granin Design Bureau Sokolov was talking about?

ZERO
OKB-812. It's the same type of top-secret facility as Sokolov's own OKB-754.

ZERO
The director is a man by the name of Aleksandr Leonovitch Granin. He's Sokolov's archrival, and the two have competed fiercely against each other since the days of the war.

ZERO
To hear Sokolov tell it, though, the rivalry was really all in Granin's head.

ZERO
In any case, Granin seems to harbor an unusually intense hatred for Sokolov.

ZERO
Knowing that Sokolov was protected under the aegis of Khrushchev, Granin threw in his lot with Volgin, the vanguard of the anti-Khrushchev movement.

ZERO
Apparently, Granin meant to use the funds provided by these opposition forces in order to defeat his old foe.

ZERO
Volgin, for his part, was intrigued by the possibility of using the high-tech weapons Granin created in the fight against Khrushchev.

ZERO
Thus, the two formed an alliance, and Volgin took the Granin Design Bureau under his control.

SNAKE
But now Volgin's got his sights set on Sokolov?

ZERO
Yes. It would seem he and Granin aren't getting along so well after all.

Who is Thunderbolt?

SNAKE
Major, do you know anything about this GRU colonel Sokolov was talking about?

ZERO
Yes.

SNAKE
Who is he?

ZERO
A most dangerous man indeed.

ZERO
His name is Yevgeny Borisovitch Volgin. His code name in the West is "Thunderbolt."

ZERO
He's gained a reputation as the most brutal and cold-blooded of the Soviet spymasters.

ZERO
During the war, Volgin was assigned to the domestic branch of the NKVD. He was stationed in the rear of the Soviet line to catch and punish any troops who tried to retreat or desert.

ZERO
He's also notorious for his "accomplishments" in anti-guerilla operations in the Ukraine and the Baltic states. Apparently, he likes to boast that he "disposed of" over 100,000 anti-communists.

ZERO
We also know that he was instrumental in putting down the 1953 insurrection in East Germany and the 1956 uprising in Hungary.

ZERO
He is truly a fearsome man. There's no telling what he might be plotting. Be careful.

SNAKE
I will.

Snake's lesson for Ocelot

*If player calls the Major

ZERO
By the way, Snake, what were you doing back there?

SNAKE
Back where?

ZERO
You were giving some kind of advice to a GRU commander, weren't you?

SNAKE
Yeah...

ZERO
He's your enemy. What the hell were you think...

PARA-MEDIC
cuts in Really! What was all that about doing the thing with your hand on the first round or whatever?

SNAKE
Mmm...

-->Para-Medic Radio Conversation: Snake's lesson for Ocelot (2)

•Para-Medic

Reached Rope Bridge

Snake's lesson for Ocelot

(1)
*If player calls Para-Medic

PARA-MEDIC
By the way, Snake.

SNAKE
What?

PARA-MEDIC
What was that little lecture back there?

SNAKE
Lecture?

PARA-MEDIC
You were instructing the GRU commander, weren't you? Something about the first round, or his hand.

SNAKE
Yeah...

SNAKE
What was that supposed to mean?

SNAKE
Mmm...

(2)

SNAKE
Whenever he put a new clip in his gun he'd always load the first round by hand, whether there was a round left in the chamber or not.

(3)

SNAKE
It's a technique they teach in the Middle East. By making sure there's always a round in the chamber, you eliminate the risk of pulling the trigger with nothing to fire.

SNAKE
He must have heard about it from someone, or read it somewhere... In any case, he probably wanted to try it out for himself.

SNAKE
And he was obviously motivated by vanity to show off his new technique. That's when you make mistakes.

SNAKE
The battlefield is an unforgiving place. The only techniques you can rely on are the ones you've mastered through experience and practice.

PARA-MEDIC
Uh huh. And what were you saying about him being more suited to revolvers?

(4)

SNAKE
When he fired, he was bending his elbow sharply to avoid the recoil.

(5)

SNAKE
It looked like he wasn't aware he was doing it, but that habit can be either a fatal flaw or a gift.

PARA-MEDIC
What do you mean?

SNAKE
Automatic weapons use recoil to operate, so if you don't let the recoil hit you, it interferes with the operating cycle of the gun.

SNAKE
Basically, he shouldn't be trying to avoid the impact like that.

SNAKE
But with a revolver, there's no need to let the recoil hit you.

SNAKE
Just the opposite - avoiding the recoil lets you reduce the strain on your hand and arm.

SNAKE
That kid might just be handy with a high-caliber revolver.

PARA-MEDIC
Handy...?

PARA-MEDIC
Are you listening to yourself?

SNAKE
What do you mean?

PARA-MEDIC
He's the enemy! Why are you giving him advice?

SNAKE
pondering since he honestly doesn't know why I...

PARA-MEDIC
Snake?

SNAKE
... I don't know. For some reason, I couldn't help but point it out to him...

PARA-MEDIC
a little worried since he's said something she can't comprehend ...Snake, are you all right?

SNAKE
still pondering ... Yeah...

•Major

End of Virtuous Mission

Serious injuries Cure event - before treatment

ZERO
Snake, hurry and get those injuries treated!

Serious injuries Cure event - during treatment

ZERO
Snake, you're not done treating your injuries. Go into the Survival Viewer and treat the rest of your injuries!

•Para-Medic

End of Virtuous Mission

Before treatment

PARA-MEDIC
Snake, what are you doing!? Hurry up and
treat those wounds!

-->Survival Viewer explanation conversation
(p. 72)

During treatment

PARA-MEDIC
Snake, you're not done treating yourself. Go
back into the Survival Viewer and treat the
rest of your wounds!

-->Survival Viewer explanation conversation
(p. 72)

SECTION 3

Start of Operation Snake Eater

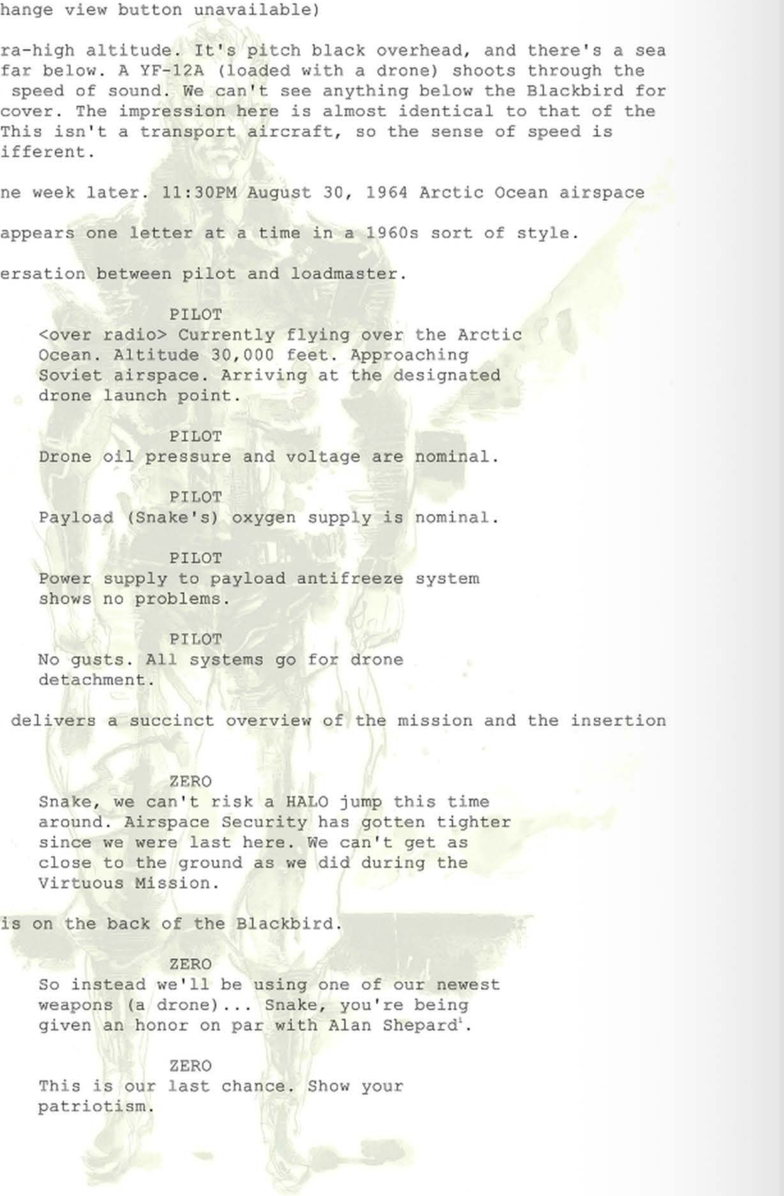
– Prior to Meeting EVA

スネークイーター作戦開始～ＥＶＡ接触前

Main Story Opening

3D Cutscene 1

(night - change view button unavailable)



Night. Ultra-high altitude. It's pitch black overhead, and there's a sea of clouds far below. A YF-12A (loaded with a drone) shoots through the sky at the speed of sound. We can't see anything below the Blackbird for the cloud cover. The impression here is almost identical to that of the prologue. This isn't a transport aircraft, so the sense of speed is entirely different.

Caption: One week later. 11:30PM August 30, 1964 Arctic Ocean airspace

*The text appears one letter at a time in a 1960s sort of style.

Radio conversation between pilot and loadmaster.

PILOT

<over radio> Currently flying over the Arctic Ocean. Altitude 30,000 feet. Approaching Soviet airspace. Arriving at the designated drone launch point.

PILOT

Drone oil pressure and voltage are nominal.

PILOT

Payload (Snake's) oxygen supply is nominal.

PILOT

Power supply to payload antifreeze system shows no problems.

PILOT

No gusts. All systems go for drone detachment.

Major Zero delivers a succinct overview of the mission and the insertion method.

ZERO

Snake, we can't risk a HALO jump this time around. Airspace Security has gotten tighter since we were last here. We can't get as close to the ground as we did during the Virtuous Mission.

The drone is on the back of the Blackbird.

ZERO

So instead we'll be using one of our newest weapons (a drone)... Snake, you're being given an honor on par with Alan Shepard[1].

ZERO

This is our last chance. Show your patriotism.

ZERO
If you fail, you'll be back in a hospital bed again, waiting for the firing squad.

The Blackbird does a barrel roll as it gracefully arcs across the sky, then flies upside down.

Major Zero and Snake's conversation during their second briefing plays out here.

Main Story Opening

Movie 1

(Shinkawa Theater)

A conversation in a hospital ICU room.

Snake is connected to tubes (though he can still walk).

ZERO
So, how does it feel to be a patient in one of the most advanced ICUs in the world?

SNAKE
Would you do me a favor and tell the suits about visiting hours? I'll never get better with them assaulting me day and night with their questions.

ZERO
Must be part of the top brass' inquiry.

SNAKE
More like an interrogation. According to them, I'm a traitor and an accomplice to The Boss' defection.

ZERO
They're just looking for a scapegoat.

SNAKE
Does that mean they're after you, too?

ZERO
Let's just say neither one of us is going to be made a national hero out of this.

SNAKE
Does this mean FOX is going to die? (FOXDIE.)

ZERO
No. This fox is still one step ahead of the hounds. (FOX NEVER HOUNDS.)

ZERO
The reason I came to see you today... Jack, it's time for FOX to clear its name.

SNAKE
What are you talking about?

ZERO
The situation has changed. We've still got a chance to come out of this one alive.

SNAKE
Yeah? What kind of chance?

ZERO
Don't get too excited. Here, have a cigar... It's Cuban.

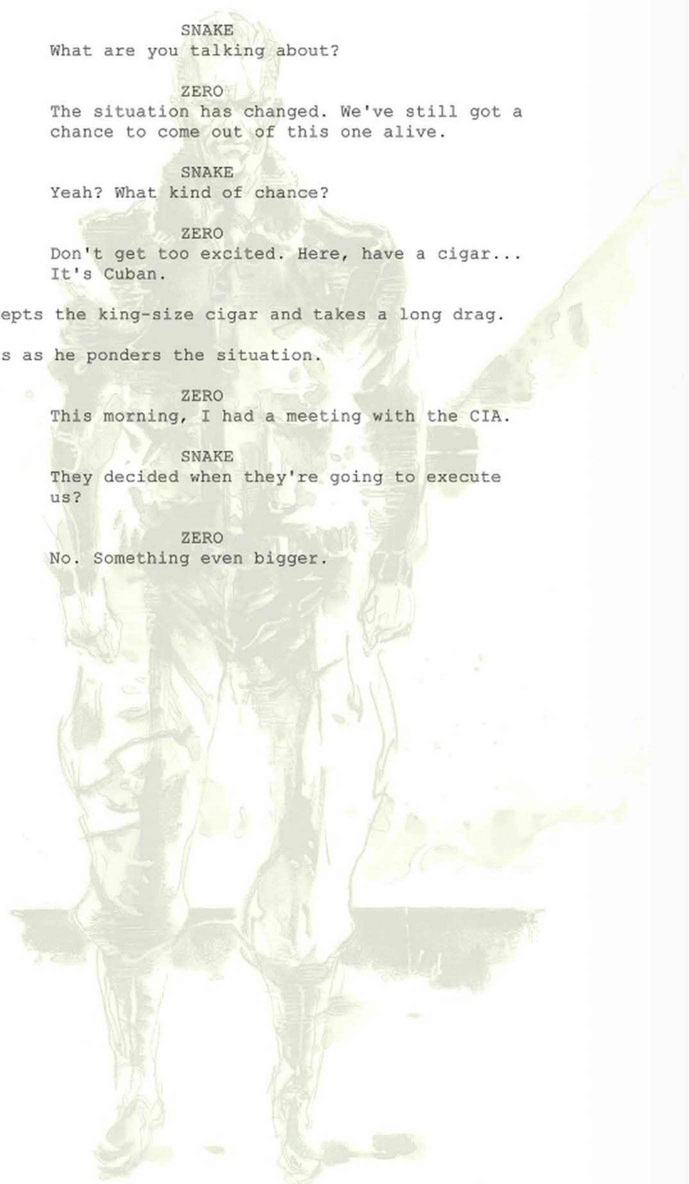
Snake accepts the king-size cigar and takes a long drag.

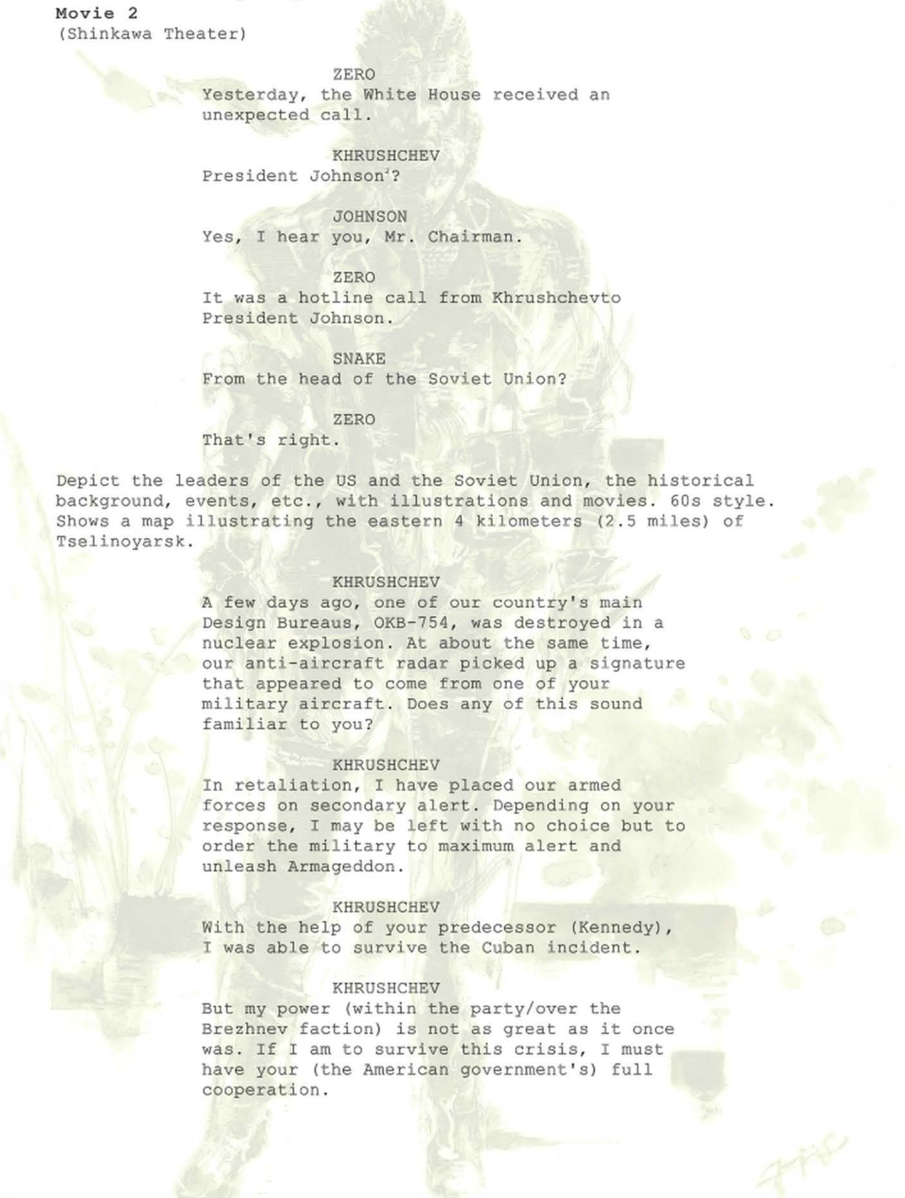
He exhales as he ponders the situation.

ZERO
This morning, I had a meeting with the CIA.

SNAKE
They decided when they're going to execute us?

ZERO
No. Something even bigger.





Main Story Opening

Movie 2

(Shinkawa Theater)

ZERO

Yesterday, the White House received an unexpected call.

KHRUSHCHEV

President Johnson?

JOHNSON

Yes, I hear you, Mr. Chairman.

ZERO

It was a hotline call from Khrushchevto President Johnson.

SNAKE

From the head of the Soviet Union?

ZERO

That's right.

Depict the leaders of the US and the Soviet Union, the historical background, events, etc., with illustrations and movies. 60s style. Shows a map illustrating the eastern 4 kilometers (2.5 miles) of Tselinoyarsk.

KHRUSHCHEV

A few days ago, one of our country's main Design Bureaus, OKB-754, was destroyed in a nuclear explosion. At about the same time, our anti-aircraft radar picked up a signature that appeared to come from one of your military aircraft. Does any of this sound familiar to you?

KHRUSHCHEV

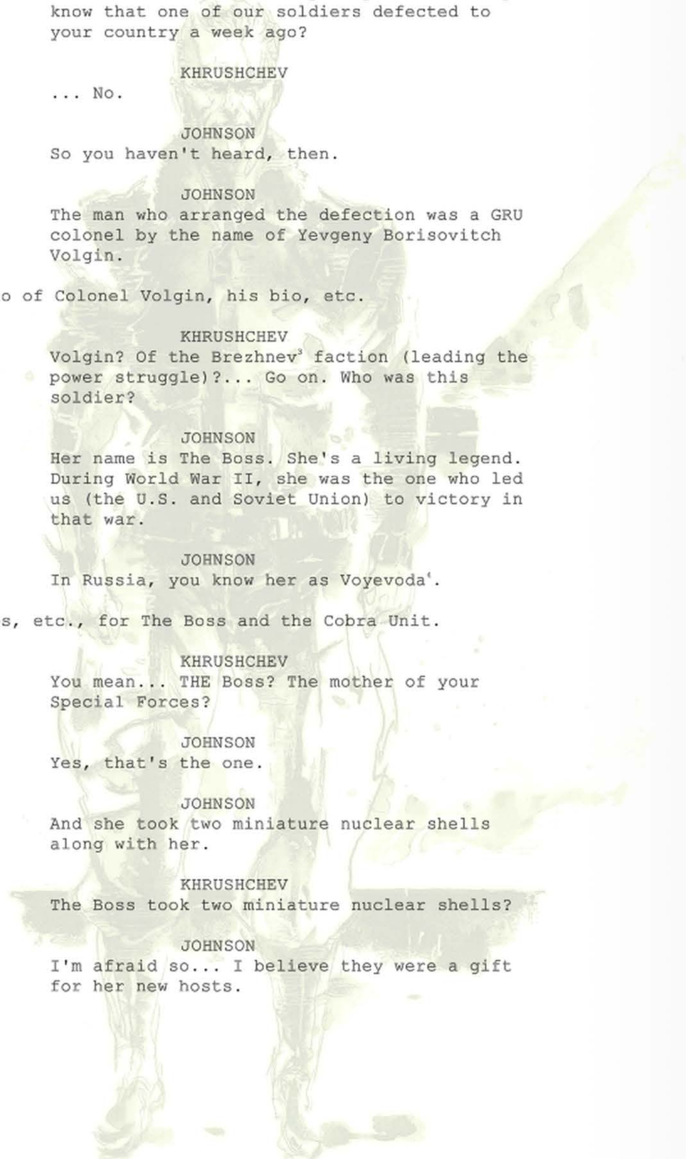
In retaliation, I have placed our armed forces on secondary alert. Depending on your response, I may be left with no choice but to order the military to maximum alert and unleash Armageddon.

KHRUSHCHEV

With the help of your predecessor (Kennedy), I was able to survive the Cuban incident.

KHRUSHCHEV

But my power (within the party/over the Brezhnev faction) is not as great as it once was. If I am to survive this crisis, I must have your (the American government's) full cooperation.



Faced with a second Cuban Missile Crisis, the president is frank.

JOHNSON
I should have contacted you myself... Did you know that one of our soldiers defected to your country a week ago?

KHRUSHCHEV
... No.

JOHNSON
So you haven't heard, then.

JOHNSON
The man who arranged the defection was a GRU colonel by the name of Yevgeny Borisovitch Volgin.

Show photo of Colonel Volgin, his bio, etc.

KHRUSHCHEV
Volgin? Of the Brezhnev[3] faction (leading the power struggle)?... Go on. Who was this soldier?

JOHNSON
Her name is The Boss. She's a living legend. During World War II, she was the one who led us (the U.S. and Soviet Union) to victory in that war.

JOHNSON
In Russia, you know her as Voyevoda[4].

Data, bios, etc., for The Boss and the Cobra Unit.

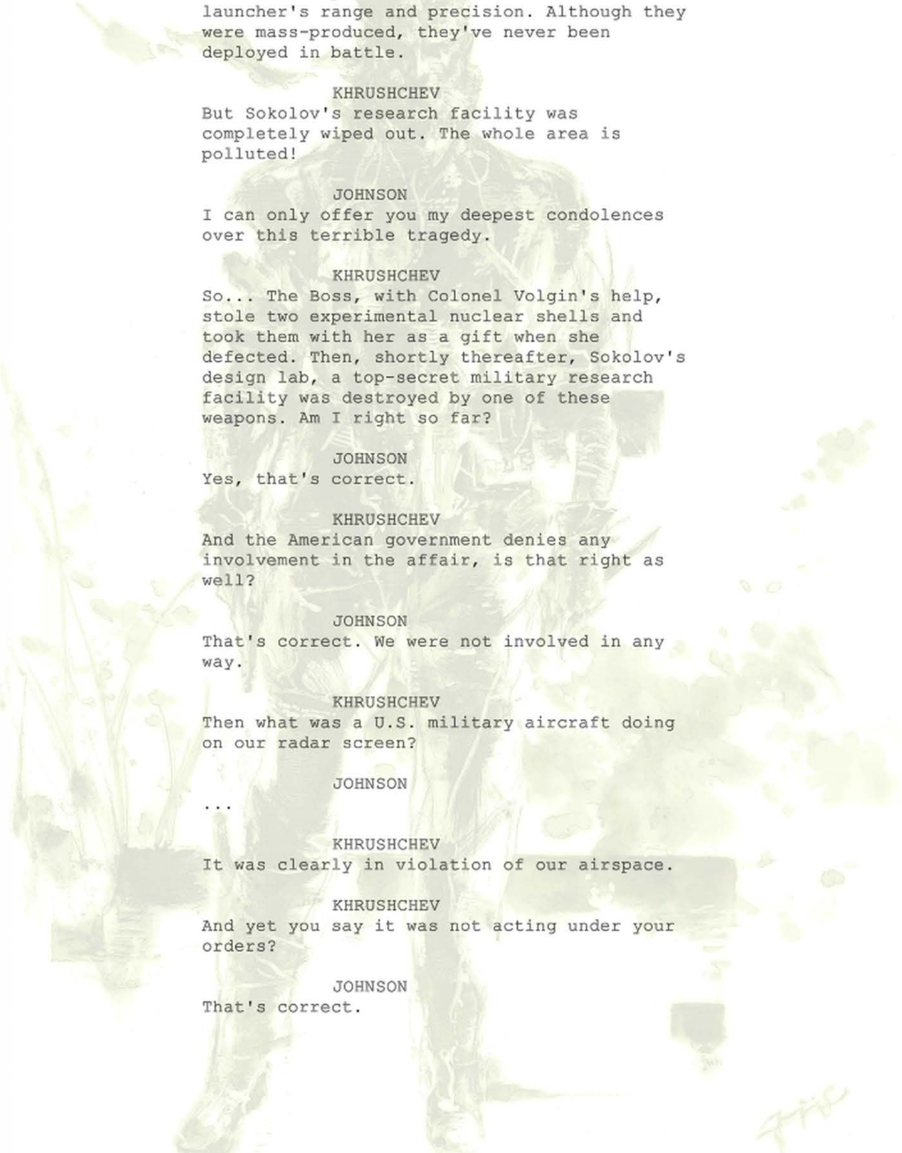
KHRUSHCHEV
You mean... THE Boss? The mother of your Special Forces?

JOHNSON
Yes, that's the one.

JOHNSON
And she took two miniature nuclear shells along with her.

KHRUSHCHEV
The Boss took two miniature nuclear shells?

JOHNSON
I'm afraid so... I believe they were a gift for her new hosts.



JOHNSON

The "Davy Crockett" Atomic Battle Group Delivery System was completed two years ago. But serious problems were found with the launcher's range and precision. Although they were mass-produced, they've never been deployed in battle.

KHRUSHCHEV

But Sokolov's research facility was completely wiped out. The whole area is polluted!

JOHNSON

I can only offer you my deepest condolences over this terrible tragedy.

KHRUSHCHEV

So... The Boss, with Colonel Volgin's help, stole two experimental nuclear shells and took them with her as a gift when she defected. Then, shortly thereafter, Sokolov's design lab, a top-secret military research facility was destroyed by one of these weapons. Am I right so far?

JOHNSON

Yes, that's correct.

KHRUSHCHEV

And the American government denies any involvement in the affair, is that right as well?

JOHNSON

That's correct. We were not involved in any way.

KHRUSHCHEV

Then what was a U.S. military aircraft doing on our radar screen?

JOHNSON

...

KHRUSHCHEV

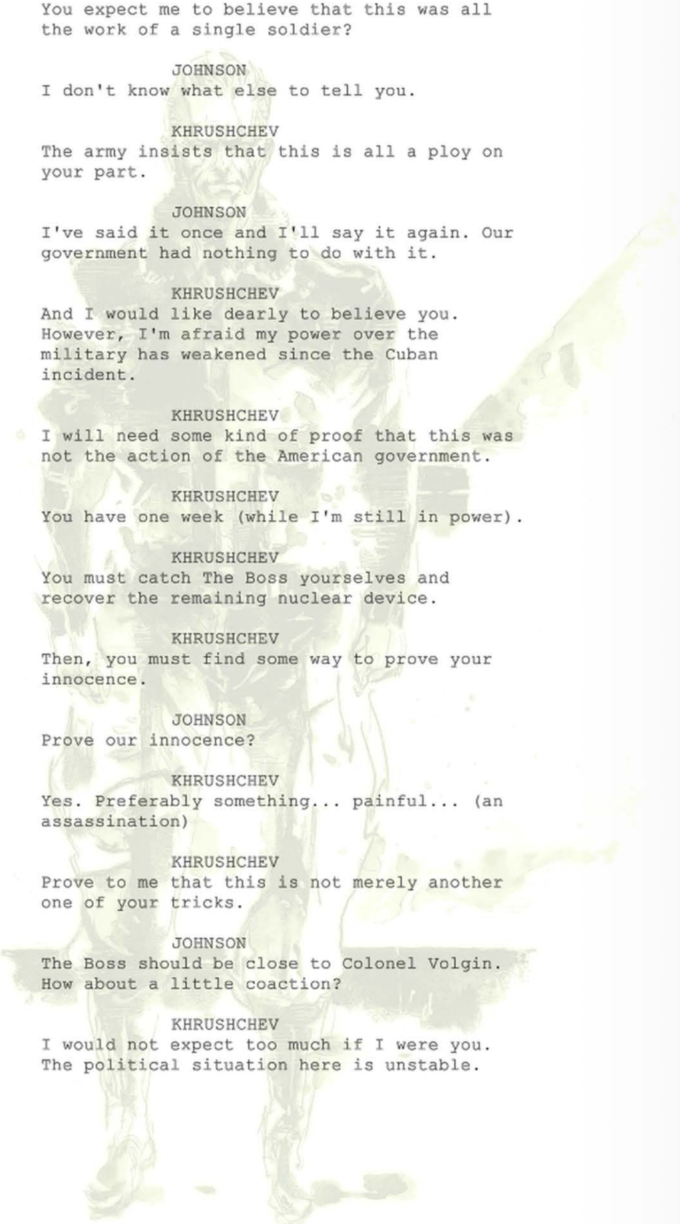
It was clearly in violation of our airspace.

KHRUSHCHEV

And yet you say it was not acting under your orders?

JOHNSON

That's correct.



KHRUSHCHEV
You expect me to believe that this was all the work of a single soldier?

JOHNSON
I don't know what else to tell you.

KHRUSHCHEV
The army insists that this is all a ploy on your part.

JOHNSON
I've said it once and I'll say it again. Our government had nothing to do with it.

KHRUSHCHEV
And I would like dearly to believe you. However, I'm afraid my power over the military has weakened since the Cuban incident.

KHRUSHCHEV
I will need some kind of proof that this was not the action of the American government.

KHRUSHCHEV
You have one week (while I'm still in power).

KHRUSHCHEV
You must catch The Boss yourselves and recover the remaining nuclear device.

KHRUSHCHEV
Then, you must find some way to prove your innocence.

JOHNSON
Prove our innocence?

KHRUSHCHEV
Yes. Preferably something... painful... (an assassination)

KHRUSHCHEV
Prove to me that this is not merely another one of your tricks.

JOHNSON
The Boss should be close to Colonel Volgin. How about a little coaction?

KHRUSHCHEV
I would not expect too much if I were you. The political situation here is unstable.

KHRUSHCHEV
And Colonel Volgin is a member of the Brezhnev faction, which seeks to topple my government...

KHRUSHCHEV
One week. You have only one week... and, if it is not too much to ask, do something about Volgin as well...

JOHNSON
What is that supposed to mean?

KHRUSHCHEV
Nothing... It means nothing. Call it a modest gentleman's agreement... to ensure our continued relationship.

JOHNSON
What if we can't "prove our innocence"?

KHRUSHCHEV
Then I will be unable to restrain the military. I will be ousted... and they will seek their revenge.

JOHNSON
A nuclear attack on the United States?

KHRUSHCHEV
I leave the disposal of this situation entirely to your discretion, Mr. President.

JOHNSON
Disposal, huh...

KHRUSHCHEV
If you fail, it will mean the beginning of a new world war.

ZERO
To put it simply, in order to avoid a full-scale nuclear conflict, we have to prove that America was not involved in that explosion.

SNAKE
And eliminating The Boss ourselves will prove America's innocence?

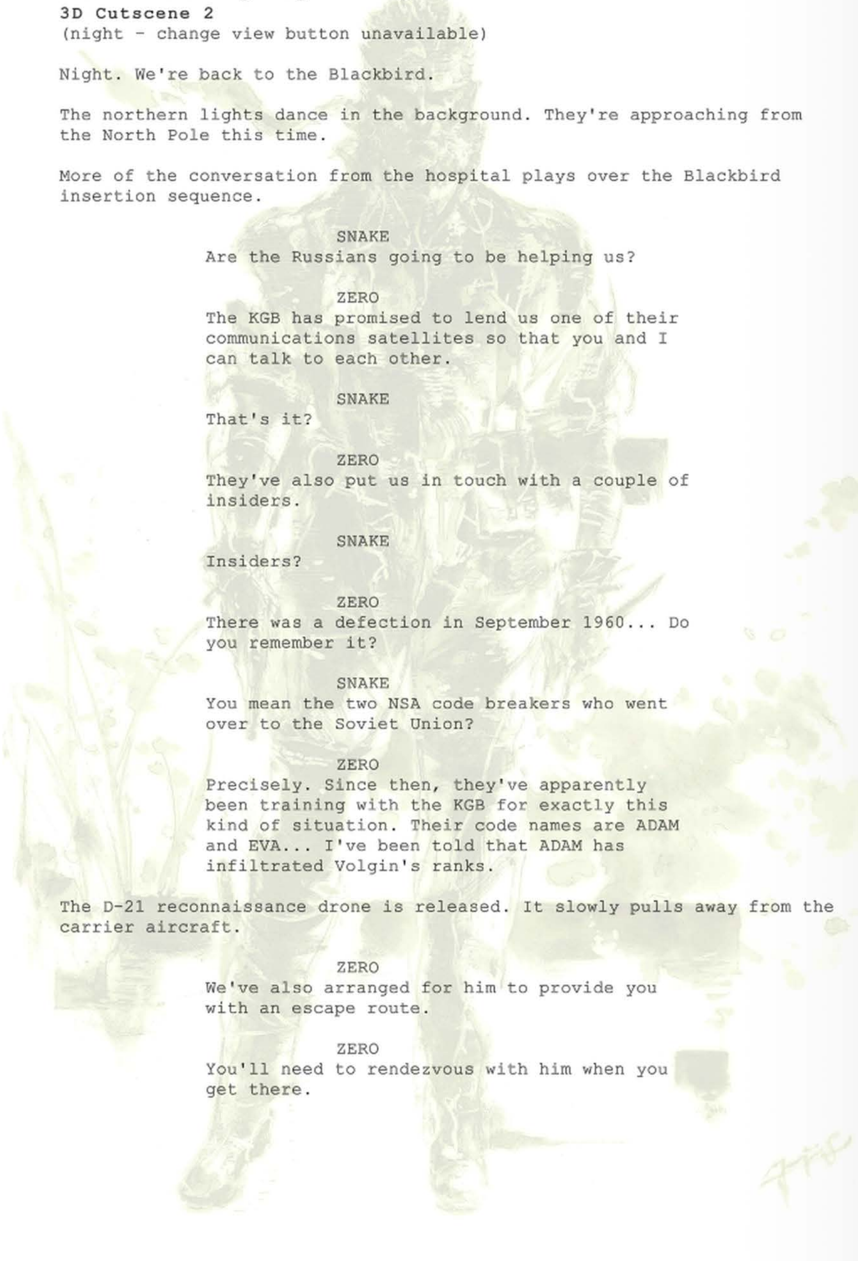
ZERO
The higher-ups have decided that you're the only one capable of pulling this off. You were her last apprentice (son). Screw this one up, and we'll both be six feet under.

ZERO
There's no choice.

Main Story Opening

3D Cutscene 2

(night - change view button unavailable)



Night. We're back to the Blackbird.

The northern lights dance in the background. They're approaching from the North Pole this time.

More of the conversation from the hospital plays over the Blackbird insertion sequence.

SNAKE
Are the Russians going to be helping us?

ZERO
The KGB has promised to lend us one of their communications satellites so that you and I can talk to each other.

SNAKE
That's it?

ZERO
They've also put us in touch with a couple of insiders.

SNAKE
Insiders?

ZERO
There was a defection in September 1960... Do you remember it?

SNAKE
You mean the two NSA code breakers who went over to the Soviet Union?

ZERO
Precisely. Since then, they've apparently been training with the KGB for exactly this kind of situation. Their code names are ADAM and EVA... I've been told that ADAM has infiltrated Volgin's ranks.

The D-21 reconnaissance drone is released. It slowly pulls away from the carrier aircraft.

ZERO
We've also arranged for him to provide you with an escape route.

ZERO
You'll need to rendezvous with him when you get there.

Once it's reached safe distance, the drone's ramjet engine kicks in!

To return to safe positions, the Blackbird and the drone barrel roll as they pull away from each other (the drone is headed for the ground).

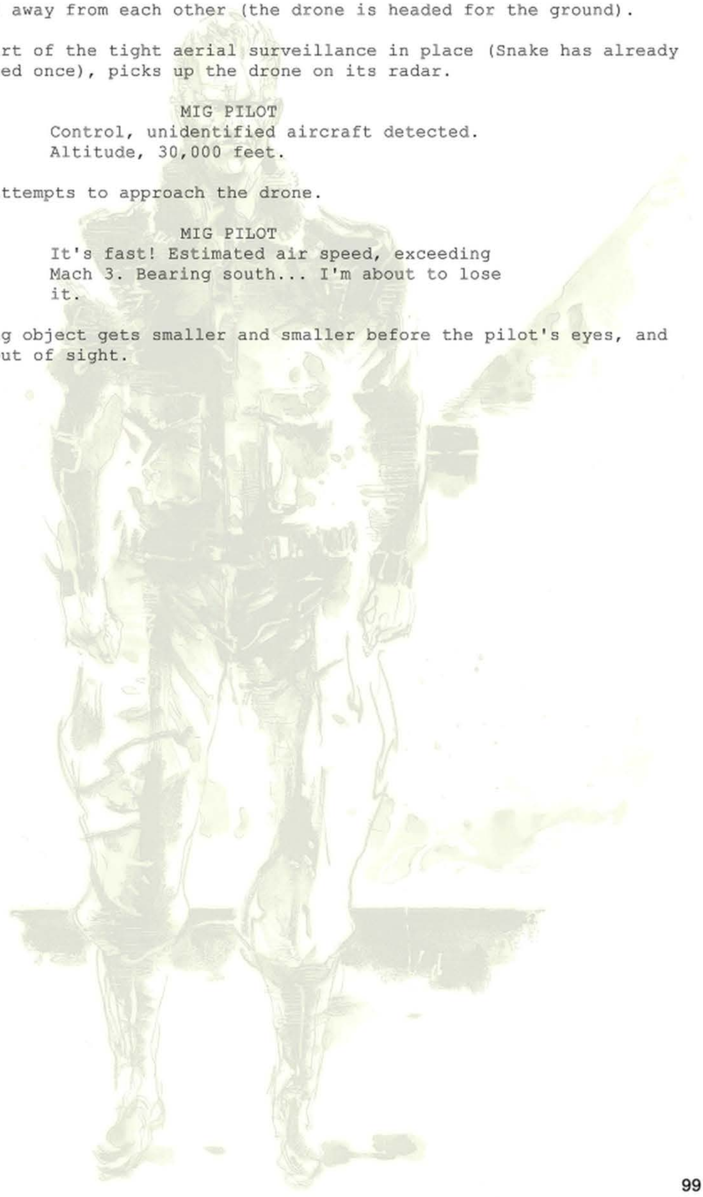
A MiG, part of the tight aerial surveillance in place (Snake has already infiltrated once), picks up the drone on its radar.

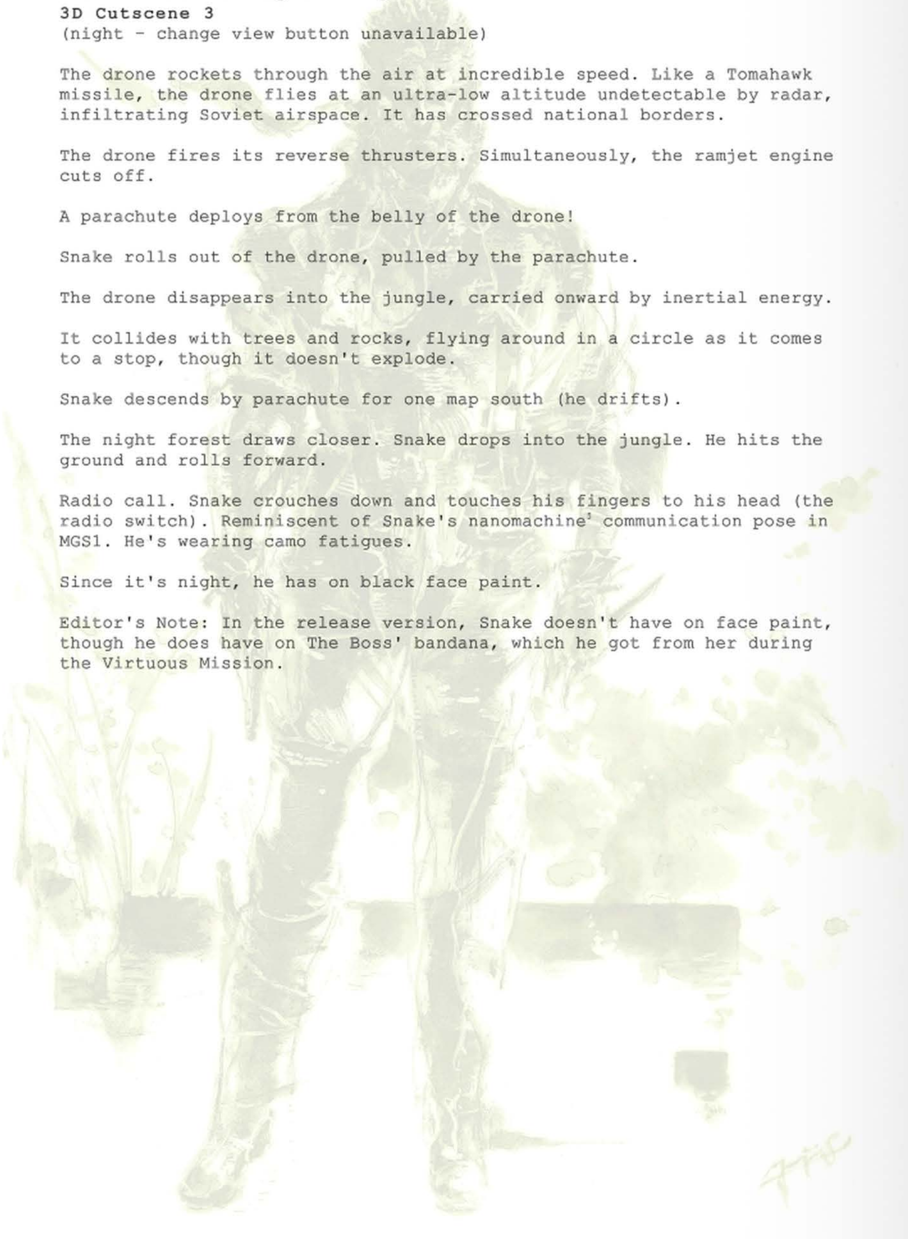
MIG PILOT
Control, unidentified aircraft detected. Altitude, 30,000 feet.

The MiG attempts to approach the drone.

MIG PILOT
It's fast! Estimated air speed, exceeding Mach 3. Bearing south... I'm about to lose it.

The flying object gets smaller and smaller before the pilot's eyes, and is soon out of sight.





Main Game Opening

3D Cutscene 3

(night - change view button unavailable)

The drone rockets through the air at incredible speed. Like a Tomahawk missile, the drone flies at an ultra-low altitude undetectable by radar, infiltrating Soviet airspace. It has crossed national borders.

The drone fires its reverse thrusters. Simultaneously, the ramjet engine cuts off.

A parachute deploys from the belly of the drone!

Snake rolls out of the drone, pulled by the parachute.

The drone disappears into the jungle, carried onward by inertial energy.

It collides with trees and rocks, flying around in a circle as it comes to a stop, though it doesn't explode.

Snake descends by parachute for one map south (he drifts).

The night forest draws closer. Snake drops into the jungle. He hits the ground and rolls forward.

Radio call. Snake crouches down and touches his fingers to his head (the radio switch). Reminiscent of Snake's nanomachine[3] communication pose in MGS1. He's wearing camo fatigues.

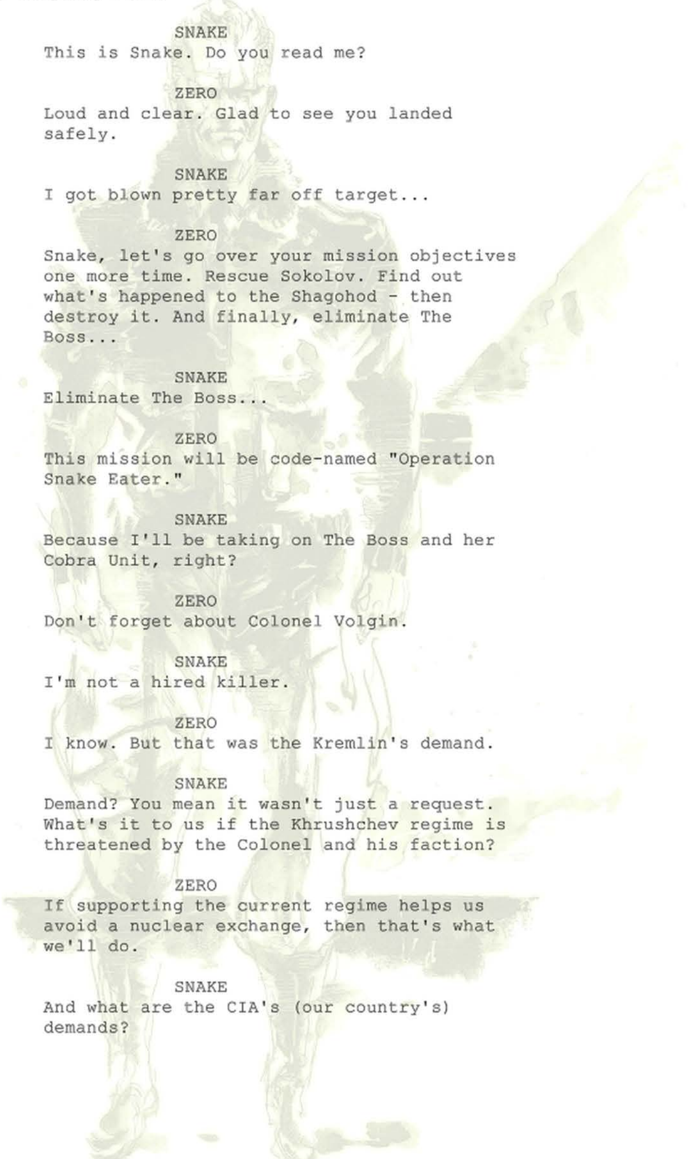
Since it's night, he has on black face paint.

Editor's Note: In the release version, Snake doesn't have on face paint, though he does have on The Boss' bandana, which he got from her during the Virtuous Mission.

Main Story Opening

Radio Call 1

(mandatory outgoing call)



SNAKE
This is Snake. Do you read me?

ZERO
Loud and clear. Glad to see you landed safely.

SNAKE
I got blown pretty far off target...

ZERO
Snake, let's go over your mission objectives one more time. Rescue Sokolov. Find out what's happened to the Shagohod - then destroy it. And finally, eliminate The Boss...

SNAKE
Eliminate The Boss...

ZERO
This mission will be code-named "Operation Snake Eater."

SNAKE
Because I'll be taking on The Boss and her Cobra Unit, right?

ZERO
Don't forget about Colonel Volgin.

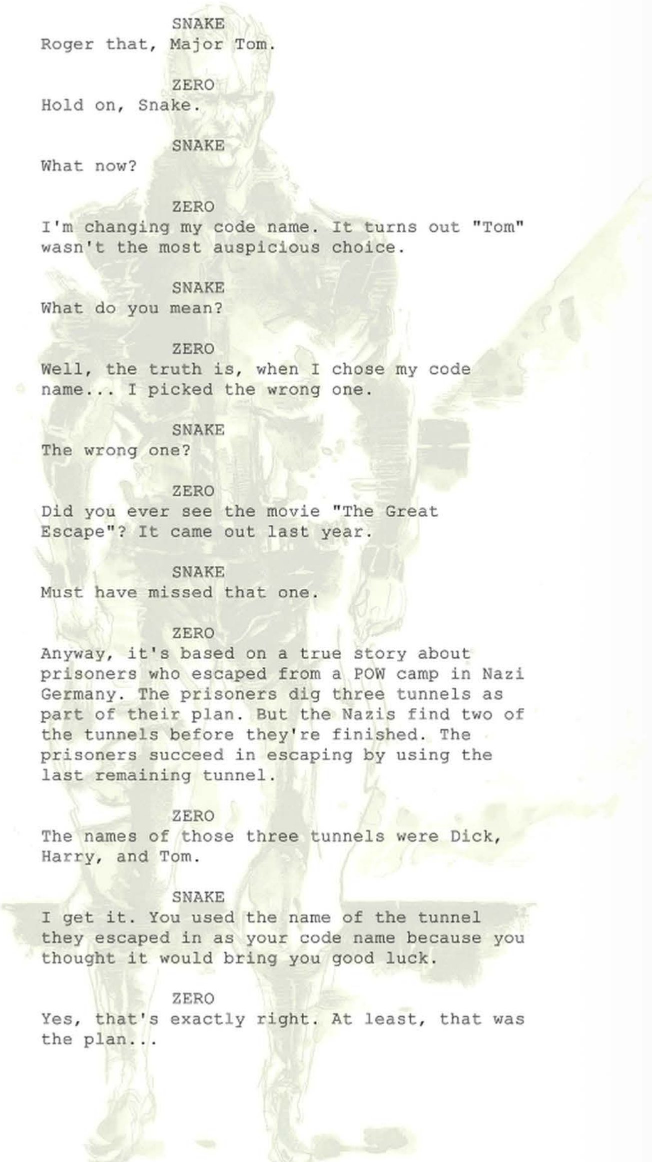
SNAKE
I'm not a hired killer.

ZERO
I know. But that was the Kremlin's demand.

SNAKE
Demand? You mean it wasn't just a request. What's it to us if the Khrushchev regime is threatened by the Colonel and his faction?

ZERO
If supporting the current regime helps us avoid a nuclear exchange, then that's what we'll do.

SNAKE
And what are the CIA's (our country's) demands?



ZERO
Our priorities are the rescue of Sokolov and the destruction of the Shagohod.

SNAKE
Roger that, Major Tom.

ZERO
Hold on, Snake.

SNAKE
What now?

ZERO
I'm changing my code name. It turns out "Tom" wasn't the most auspicious choice.

SNAKE
What do you mean?

ZERO
Well, the truth is, when I chose my code name... I picked the wrong one.

SNAKE
The wrong one?

ZERO
Did you ever see the movie "The Great Escape"? It came out last year.

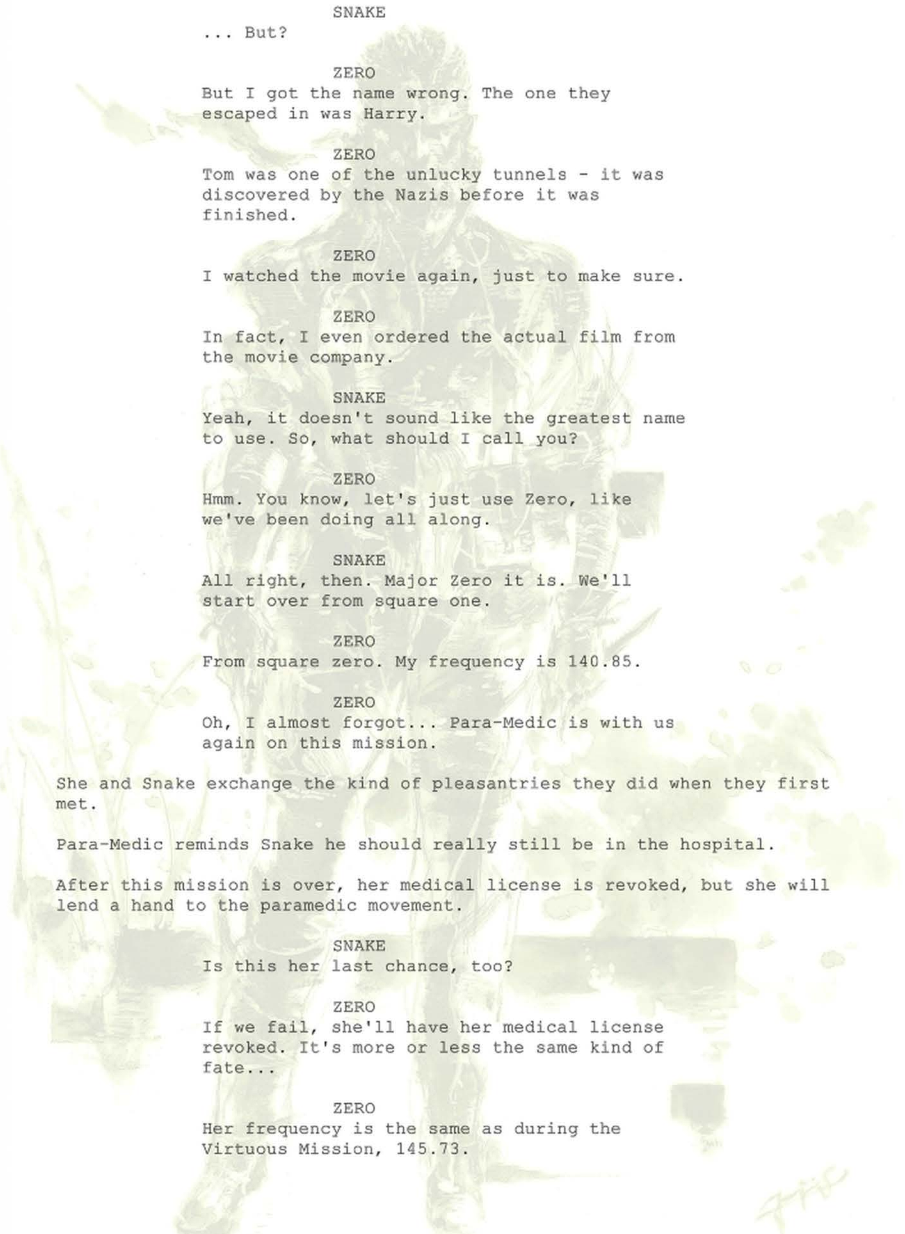
SNAKE
Must have missed that one.

ZERO
Anyway, it's based on a true story about prisoners who escaped from a POW camp in Nazi Germany. The prisoners dig three tunnels as part of their plan. But the Nazis find two of the tunnels before they're finished. The prisoners succeed in escaping by using the last remaining tunnel.

ZERO
The names of those three tunnels were Dick, Harry, and Tom.

SNAKE
I get it. You used the name of the tunnel they escaped in as your code name because you thought it would bring you good luck.

ZERO
Yes, that's exactly right. At least, that was the plan...



SNAKE
... But?

ZERO
But I got the name wrong. The one they escaped in was Harry.

ZERO
Tom was one of the unlucky tunnels - it was discovered by the Nazis before it was finished.

ZERO
I watched the movie again, just to make sure.

ZERO
In fact, I even ordered the actual film from the movie company.

SNAKE
Yeah, it doesn't sound like the greatest name to use. So, what should I call you?

ZERO
Hmm. You know, let's just use Zero, like we've been doing all along.

SNAKE
All right, then. Major Zero it is. We'll start over from square one.

ZERO
From square zero. My frequency is 140.85.

ZERO
Oh, I almost forgot... Para-Medic is with us again on this mission.

She and Snake exchange the kind of pleasantries they did when they first met.

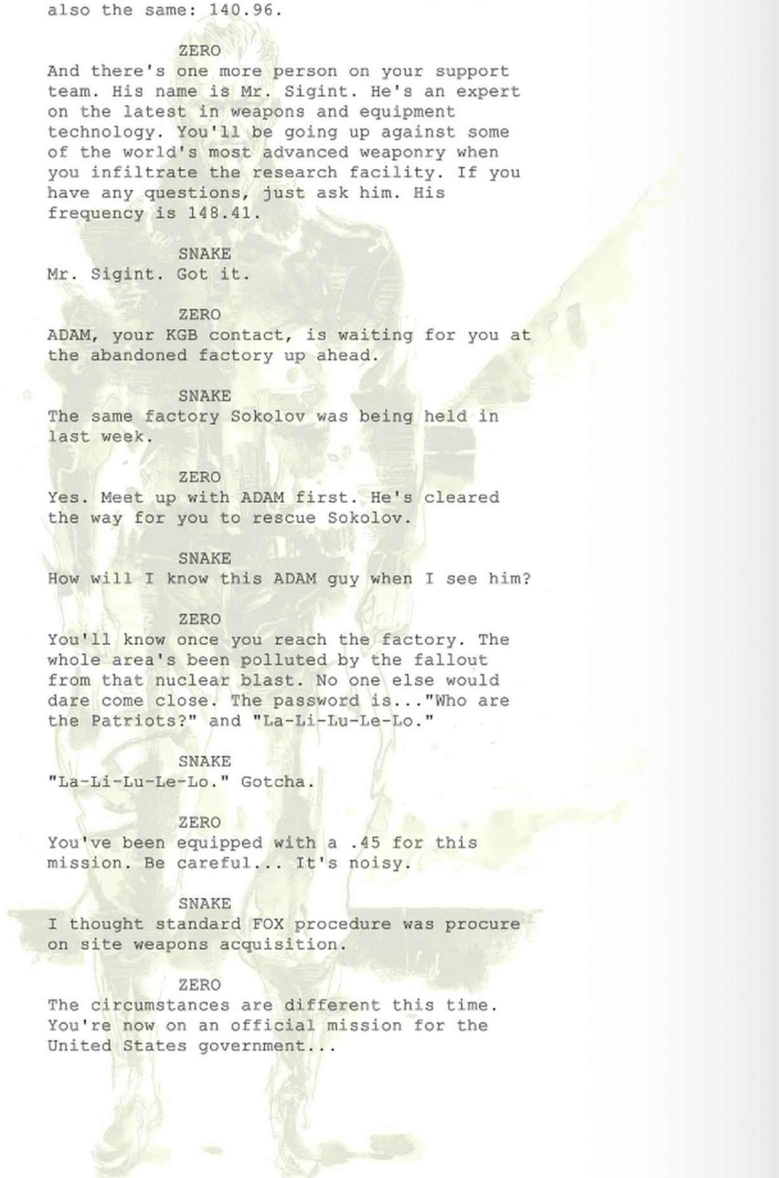
Para-Medic reminds Snake he should really still be in the hospital.

After this mission is over, her medical license is revoked, but she will lend a hand to the paramedic movement.

SNAKE
Is this her last chance, too?

ZERO
If we fail, she'll have her medical license revoked. It's more or less the same kind of fate...

ZERO
Her frequency is the same as during the Virtuous Mission, 145.73.



ZERO

She'll be recording your mission data as well, just like last time. That frequency is also the same: 140.96.

ZERO

And there's one more person on your support team. His name is Mr. Sigint. He's an expert on the latest in weapons and equipment technology. You'll be going up against some of the world's most advanced weaponry when you infiltrate the research facility. If you have any questions, just ask him. His frequency is 148.41.

SNAKE

Mr. Sigint. Got it.

ZERO

ADAM, your KGB contact, is waiting for you at the abandoned factory up ahead.

SNAKE

The same factory Sokolov was being held in last week.

ZERO

Yes. Meet up with ADAM first. He's cleared the way for you to rescue Sokolov.

SNAKE

How will I know this ADAM guy when I see him?

ZERO

You'll know once you reach the factory. The whole area's been polluted by the fallout from that nuclear blast. No one else would dare come close. The password is..."Who are the Patriots?" and "La-Li-Lu-Le-Lo."

SNAKE

"La-Li-Lu-Le-Lo." Gotcha.

ZERO

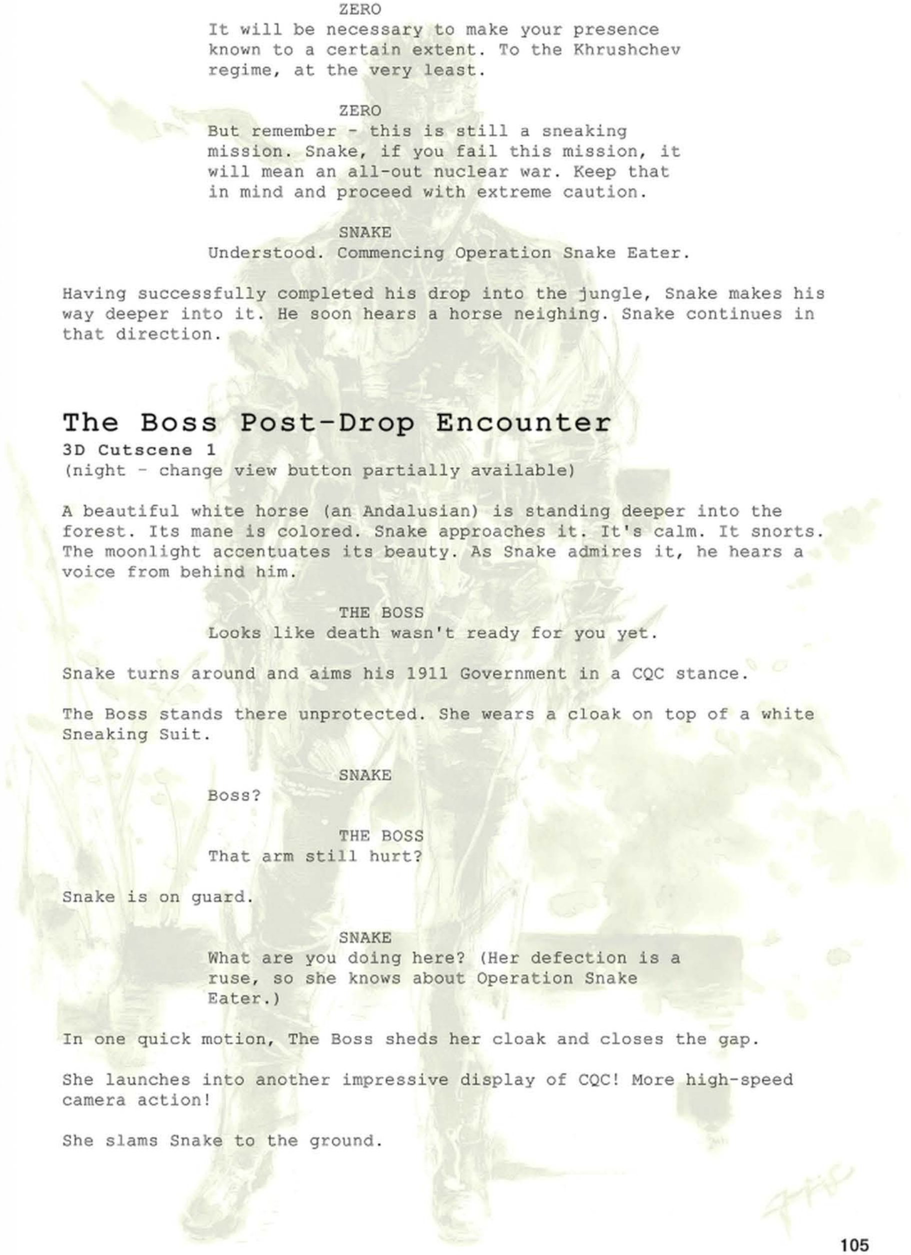
You've been equipped with a .45 for this mission. Be careful... It's noisy.

SNAKE

I thought standard FOX procedure was procure on site weapons acquisition.

ZERO

The circumstances are different this time. You're now on an official mission for the United States government...



ZERO

It will be necessary to make your presence known to a certain extent. To the Khrushchev regime, at the very least.

ZERO

But remember - this is still a sneaking mission. Snake, if you fail this mission, it will mean an all-out nuclear war. Keep that in mind and proceed with extreme caution.

SNAKE

Understood. Commencing Operation Snake Eater.

Having successfully completed his drop into the jungle, Snake makes his way deeper into it. He soon hears a horse neighing. Snake continues in that direction.

The Boss Post-Drop Encounter

3D Cutscene 1

(night - change view button partially available)

A beautiful white horse (an Andalusian) is standing deeper into the forest. Its mane is colored. Snake approaches it. It's calm. It snorts. The moonlight accentuates its beauty. As Snake admires it, he hears a voice from behind him.

THE BOSS

Looks like death wasn't ready for you yet.

Snake turns around and aims his 1911 Government in a CQC stance.

The Boss stands there unprotected. She wears a cloak on top of a white Sneaking Suit.

SNAKE

Boss?

THE BOSS

That arm still hurt?

Snake is on guard.

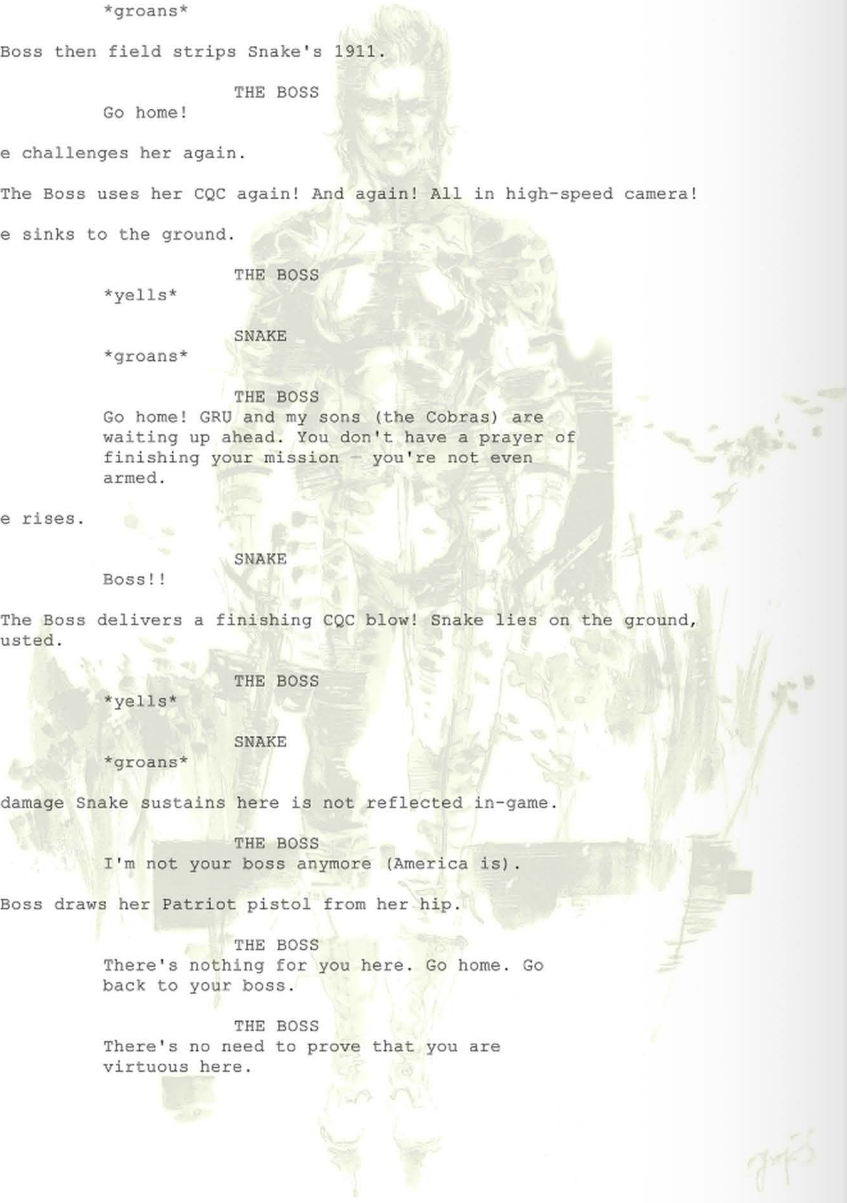
SNAKE

What are you doing here? (Her defection is a ruse, so she knows about Operation Snake Eater.)

In one quick motion, The Boss sheds her cloak and closes the gap.

She launches into another impressive display of CQC! More high-speed camera action!

She slams Snake to the ground.



THE BOSS
yells

SNAKE
groans

The Boss then field strips Snake's 1911.

THE BOSS
Go home!

Snake challenges her again.

But The Boss uses her CQC again! And again! All in high-speed camera!

Snake sinks to the ground.

THE BOSS
yells

SNAKE
groans

THE BOSS
Go home! GRU and my sons (the Cobras) are waiting up ahead. You don't have a prayer of finishing your mission - you're not even armed.

Snake rises.

SNAKE
Boss!!

But The Boss delivers a finishing CQC blow! Snake lies on the ground, exhausted.

THE BOSS
yells

SNAKE
groans

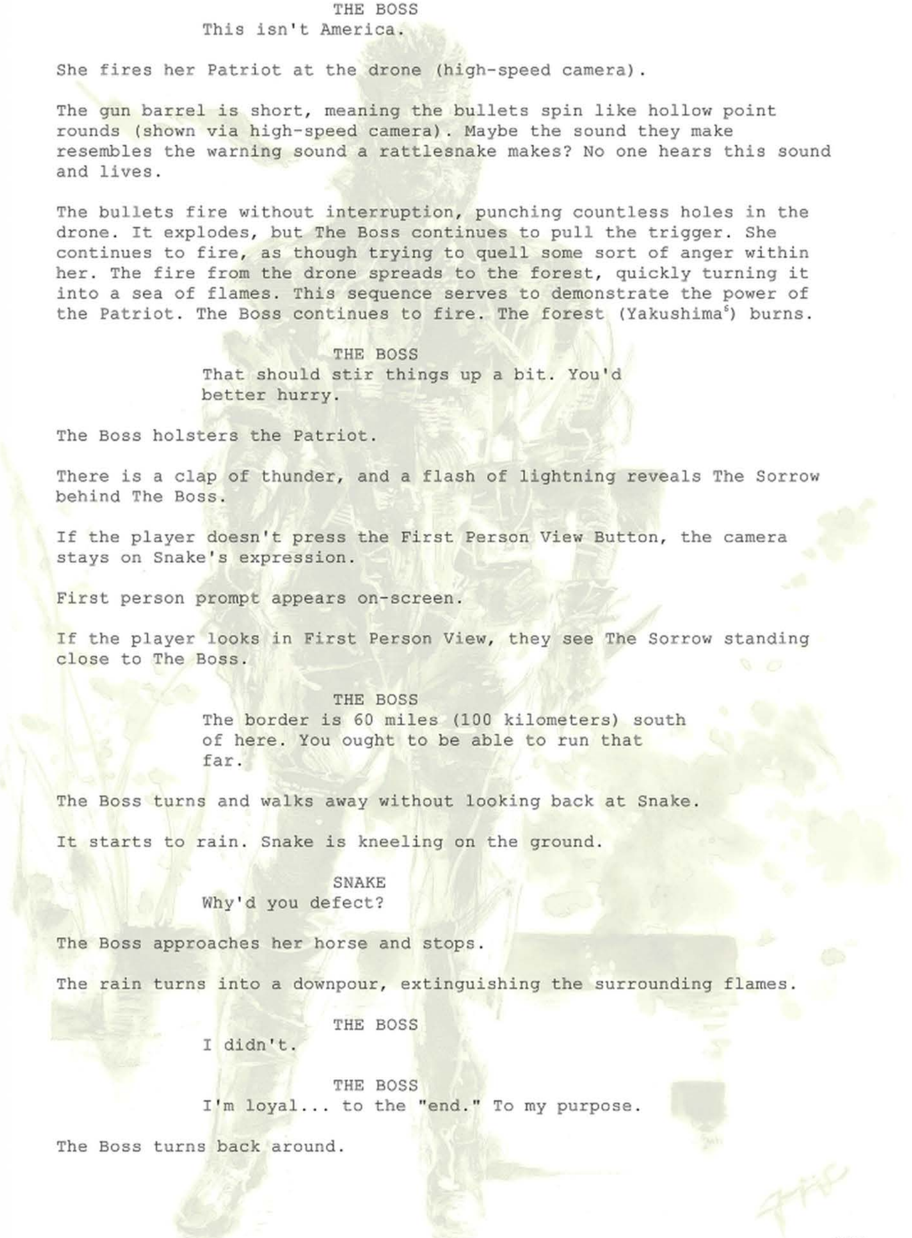
The damage Snake sustains here is not reflected in-game.

THE BOSS
I'm not your boss anymore (America is).

The Boss draws her Patriot pistol from her hip.

THE BOSS
There's nothing for you here. Go home. Go back to your boss.

THE BOSS
There's no need to prove that you are virtuous here.



THE BOSS
This isn't America.

She fires her Patriot at the drone (high-speed camera).

The gun barrel is short, meaning the bullets spin like hollow point rounds (shown via high-speed camera). Maybe the sound they make resembles the warning sound a rattlesnake makes? No one hears this sound and lives.

The bullets fire without interruption, punching countless holes in the drone. It explodes, but The Boss continues to pull the trigger. She continues to fire, as though trying to quell some sort of anger within her. The fire from the drone spreads to the forest, quickly turning it into a sea of flames. This sequence serves to demonstrate the power of the Patriot. The Boss continues to fire. The forest (Yakushima[6]) burns.

THE BOSS
That should stir things up a bit. You'd better hurry.

The Boss holsters the Patriot.

There is a clap of thunder, and a flash of lightning reveals The Sorrow behind The Boss.

If the player doesn't press the First Person View Button, the camera stays on Snake's expression.

First person prompt appears on-screen.

If the player looks in First Person View, they see The Sorrow standing close to The Boss.

THE BOSS
The border is 60 miles (100 kilometers) south of here. You ought to be able to run that far.

The Boss turns and walks away without looking back at Snake.

It starts to rain. Snake is kneeling on the ground.

SNAKE
Why'd you defect?

The Boss approaches her horse and stops.

The rain turns into a downpour, extinguishing the surrounding flames.

THE BOSS
I didn't.

THE BOSS
I'm loyal... to the "end." To my purpose.

The Boss turns back around.

THE BOSS
What about you, Jack?

THE BOSS
What's it going to be? Loyalty to your country, or loyalty to me? Your country, or your old mentor? The mission, or your beliefs? Your duty to your unit? Or your personal feelings?

She puts her cloak back on and continues making her way toward her horse.

THE BOSS
You don't know the truth yet. But sooner or later you'll have to choose. I don't expect you to forgive me. But you can't defeat me, either. You know me too well.

The Boss hops on her horse and walks it right up to Snake.

She turns her nose up at him and points at his bandana.

THE BOSS
Just look at that bandanna. If you can't put the past behind you, you won't survive long.

She pulls on the reins, causing the horse to rear.

One of its hooves comes crashing down on Snake's hand.

Snake yells in pain (this is not reflected in the Survival Viewer).

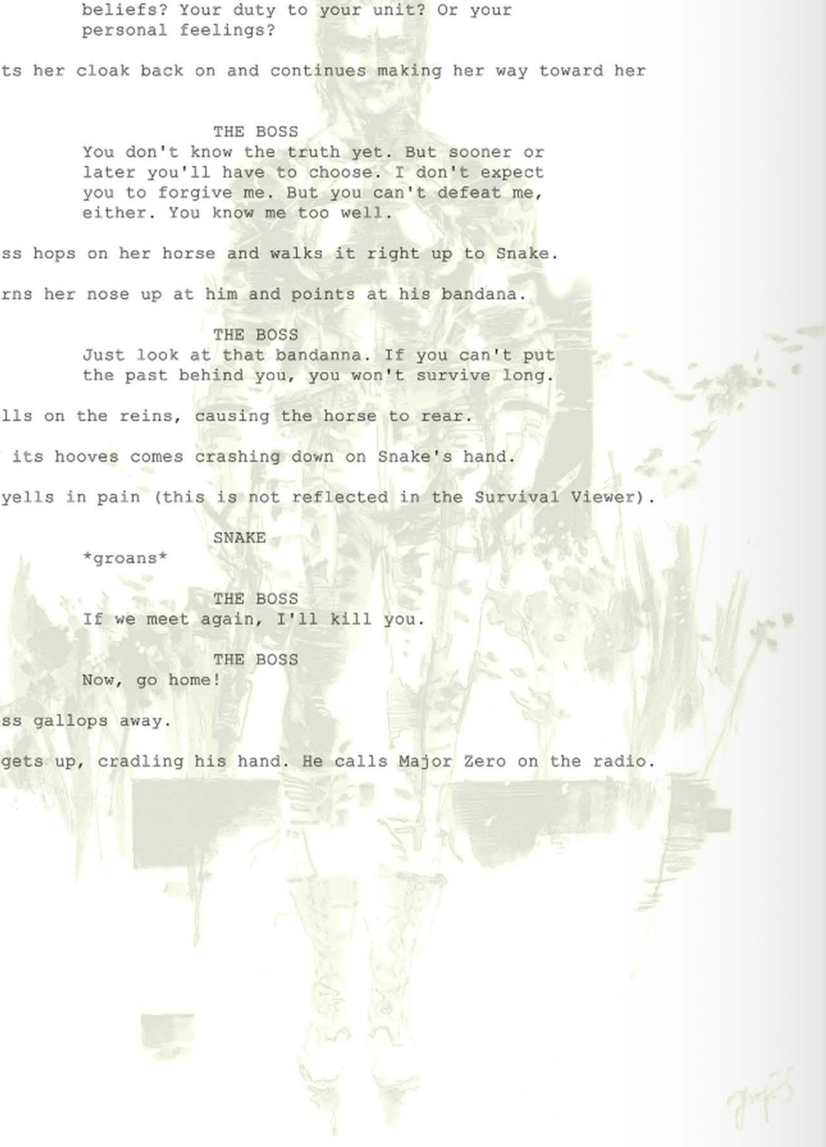
SNAKE
groans

THE BOSS
If we meet again, I'll kill you.

THE BOSS
Now, go home!

The Boss gallops away.

Snake gets up, cradling his hand. He calls Major Zero on the radio.



The Boss Post-Drop Encounter

Radio Call 1

(mandatory outgoing call)

SNAKE
This is Snake. Major Zero?

ZERO
I read you, Snake.

SNAKE
I was ambushed by The Boss.

ZERO
You were what!?

SNAKE
The drone's been shot to hell. It's up in flames.

ZERO
That's not good. Enemy scouts are going to come looking for you.

SNAKE
Yeah, I know. But what was The Boss doing here in the first place? There's got to be a leak somewhere.

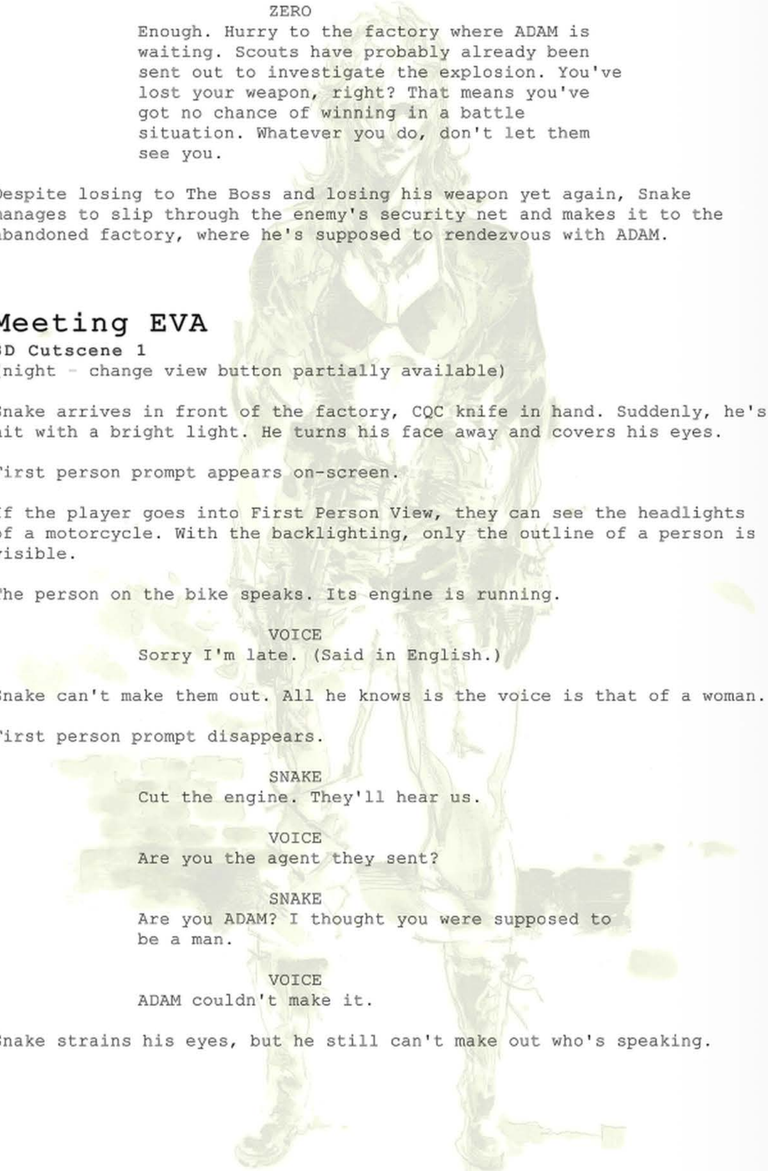
ZERO
No, that's impossible. The man The Boss is working with, Volgin, isn't exactly on speaking terms with Khrushchev.

SNAKE
I lost my gun... The Boss destroyed it...

ZERO
Snake, I know how you're feeling. It's hard for me to believe, too - that a legendary hero like The Boss would go over to the Russians, that she'd double-cross us like this... But that's how it is, and if you don't accept it, you'll never be able to beat her.

SNAKE
That's not the problem. In terms of sheer technique, I'll never be able to beat her. I know that all too well.

ZERO
You've got to do it, Snake. She's your enemy and your objective.



SNAKE
Enemy! We were together for 10 years. And now you tell me she's my enemy?

ZERO
Enough. Hurry to the factory where ADAM is waiting. Scouts have probably already been sent out to investigate the explosion. You've lost your weapon, right? That means you've got no chance of winning in a battle situation. Whatever you do, don't let them see you.

Despite losing to The Boss and losing his weapon yet again, Snake manages to slip through the enemy's security net and makes it to the abandoned factory, where he's supposed to rendezvous with ADAM.

Meeting EVA

3D Cutscene 1

(night – change view button partially available)

Snake arrives in front of the factory, CQC knife in hand. Suddenly, he's hit with a bright light. He turns his face away and covers his eyes.

First person prompt appears on-screen.

If the player goes into First Person View, they can see the headlights of a motorcycle. With the backlighting, only the outline of a person is visible.

The person on the bike speaks. Its engine is running.

VOICE
Sorry I'm late. (Said in English.)

Snake can't make them out. All he knows is the voice is that of a woman.

First person prompt disappears.

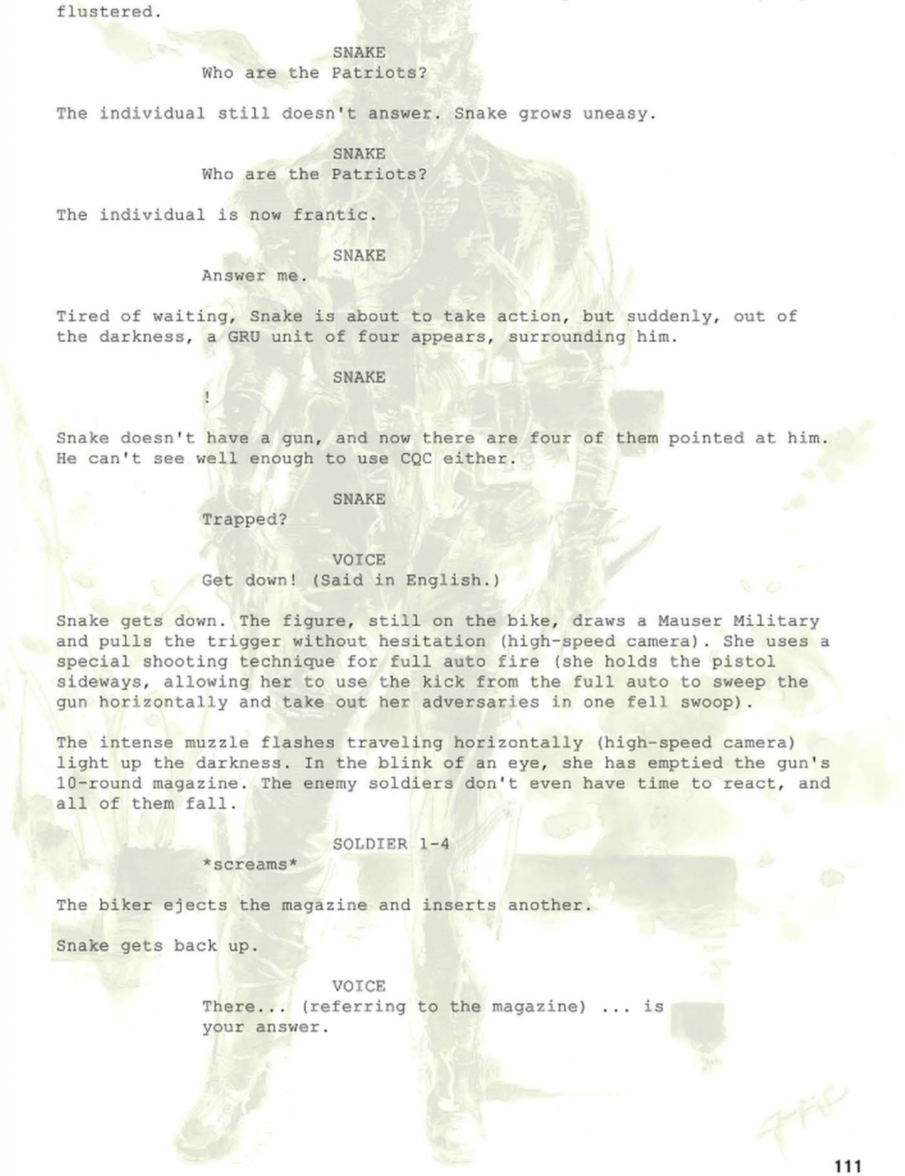
SNAKE
Cut the engine. They'll hear us.

VOICE
Are you the agent they sent?

SNAKE
Are you ADAM? I thought you were supposed to be a man.

VOICE
ADAM couldn't make it.

Snake strains his eyes, but he still can't make out who's speaking.



SNAKE
All right, say the password.

Snake tries to confirm the individual's identity. She becomes slightly flustered.

SNAKE
Who are the Patriots?

The individual still doesn't answer. Snake grows uneasy.

SNAKE
Who are the Patriots?

The individual is now frantic.

SNAKE
Answer me.

Tired of waiting, Snake is about to take action, but suddenly, out of the darkness, a GRU unit of four appears, surrounding him.

SNAKE
!

Snake doesn't have a gun, and now there are four of them pointed at him. He can't see well enough to use CQC either.

SNAKE
Trapped?

VOICE
Get down! (Said in English.)

Snake gets down. The figure, still on the bike, draws a Mauser Military and pulls the trigger without hesitation (high-speed camera). She uses a special shooting technique for full auto fire (she holds the pistol sideways, allowing her to use the kick from the full auto to sweep the gun horizontally and take out her adversaries in one fell swoop).

The intense muzzle flashes traveling horizontally (high-speed camera) light up the darkness. In the blink of an eye, she has emptied the gun's 10-round magazine. The enemy soldiers don't even have time to react, and all of them fall.

SOLDIER 1-4
screams

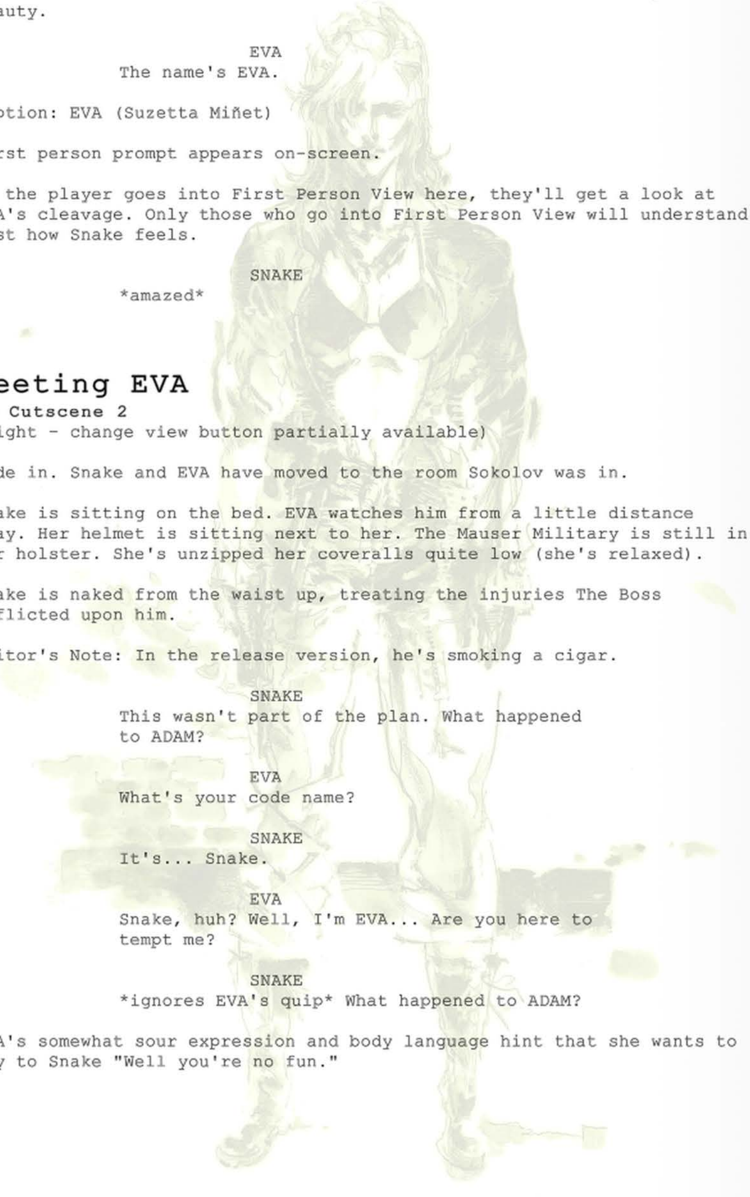
The biker ejects the magazine and inserts another.

Snake gets back up.

VOICE
There... (referring to the magazine) ... is your answer.

The woman turns off the light and removes her full face helmet, shaking her head as her long blond hair is freed.

As she stands there under the moonlight, Snake is overwhelmed by her beauty.



EVA
The name's EVA.

Caption: EVA (Suzetta Miñet)

First person prompt appears on-screen.

If the player goes into First Person View here, they'll get a look at EVA's cleavage. Only those who go into First Person View will understand just how Snake feels.

SNAKE
amazed

Meeting EVA

3D Cutscene 2

(night - change view button partially available)

Fade in. Snake and EVA have moved to the room Sokolov was in.

Snake is sitting on the bed. EVA watches him from a little distance away. Her helmet is sitting next to her. The Mauser Military is still in her holster. She's unzipped her coveralls quite low (she's relaxed).

Snake is naked from the waist up, treating the injuries The Boss inflicted upon him.

Editor's Note: In the release version, he's smoking a cigar.

SNAKE
This wasn't part of the plan. What happened to ADAM?

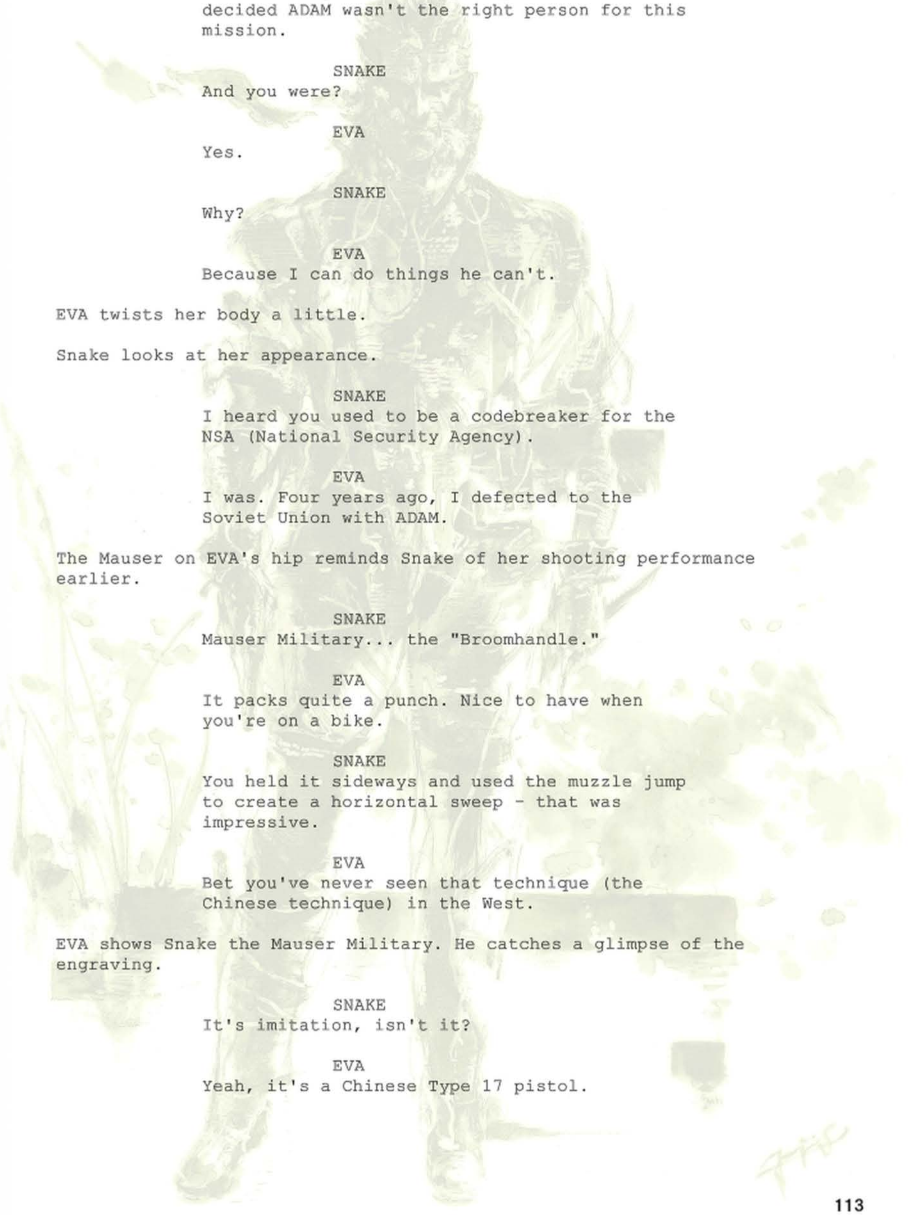
EVA
What's your code name?

SNAKE
It's... Snake.

EVA
Snake, huh? Well, I'm EVA... Are you here to tempt me?

SNAKE
ignores EVA's quip What happened to ADAM?

EVA's somewhat sour expression and body language hint that she wants to say to Snake "Well you're no fun."



EVA
Colonel Volgin is a very suspicious man. He decided ADAM wasn't the right person for this mission.

SNAKE
And you were?

EVA
Yes.

SNAKE
Why?

EVA
Because I can do things he can't.

EVA twists her body a little.

Snake looks at her appearance.

SNAKE
I heard you used to be a codebreaker for the NSA (National Security Agency).

EVA
I was. Four years ago, I defected to the Soviet Union with ADAM.

The Mauser on EVA's hip reminds Snake of her shooting performance earlier.

SNAKE
Mauser Military... the "Broomhandle."

EVA
It packs quite a punch. Nice to have when you're on a bike.

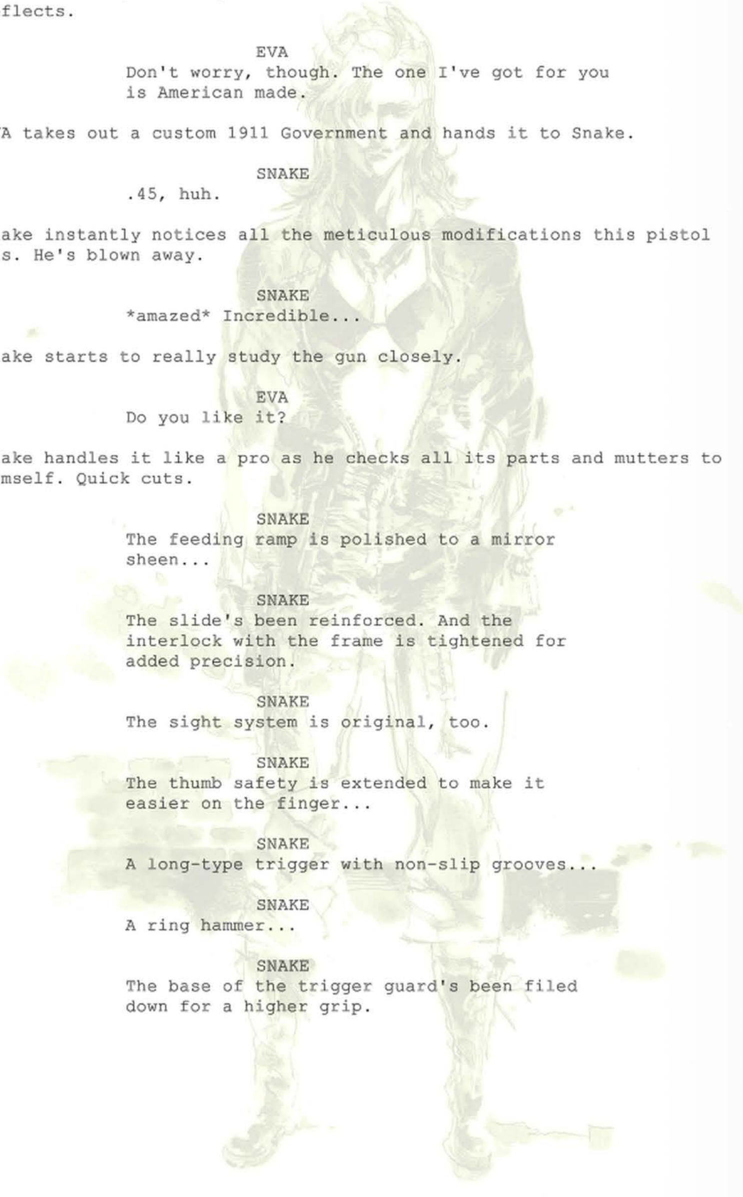
SNAKE
You held it sideways and used the muzzle jump to create a horizontal sweep - that was impressive.

EVA
Bet you've never seen that technique (the Chinese technique) in the West.

EVA shows Snake the Mauser Military. He catches a glimpse of the engraving.

SNAKE
It's imitation, isn't it?

EVA
Yeah, it's a Chinese Type 17 pistol.



EVA
Around here, even that's hard to come by.

Snake sees right through the fact that it's a Chinese model. EVA deflects.

EVA
Don't worry, though. The one I've got for you is American made.

EVA takes out a custom 1911 Government and hands it to Snake.

SNAKE
.45, huh.

Snake instantly notices all the meticulous modifications this pistol has. He's blown away.

SNAKE
amazed Incredible...

Snake starts to really study the gun closely.

EVA
Do you like it?

Snake handles it like a pro as he checks all its parts and mutters to himself. Quick cuts.

SNAKE
The feeding ramp is polished to a mirror sheen...

SNAKE
The slide's been reinforced. And the interlock with the frame is tightened for added precision.

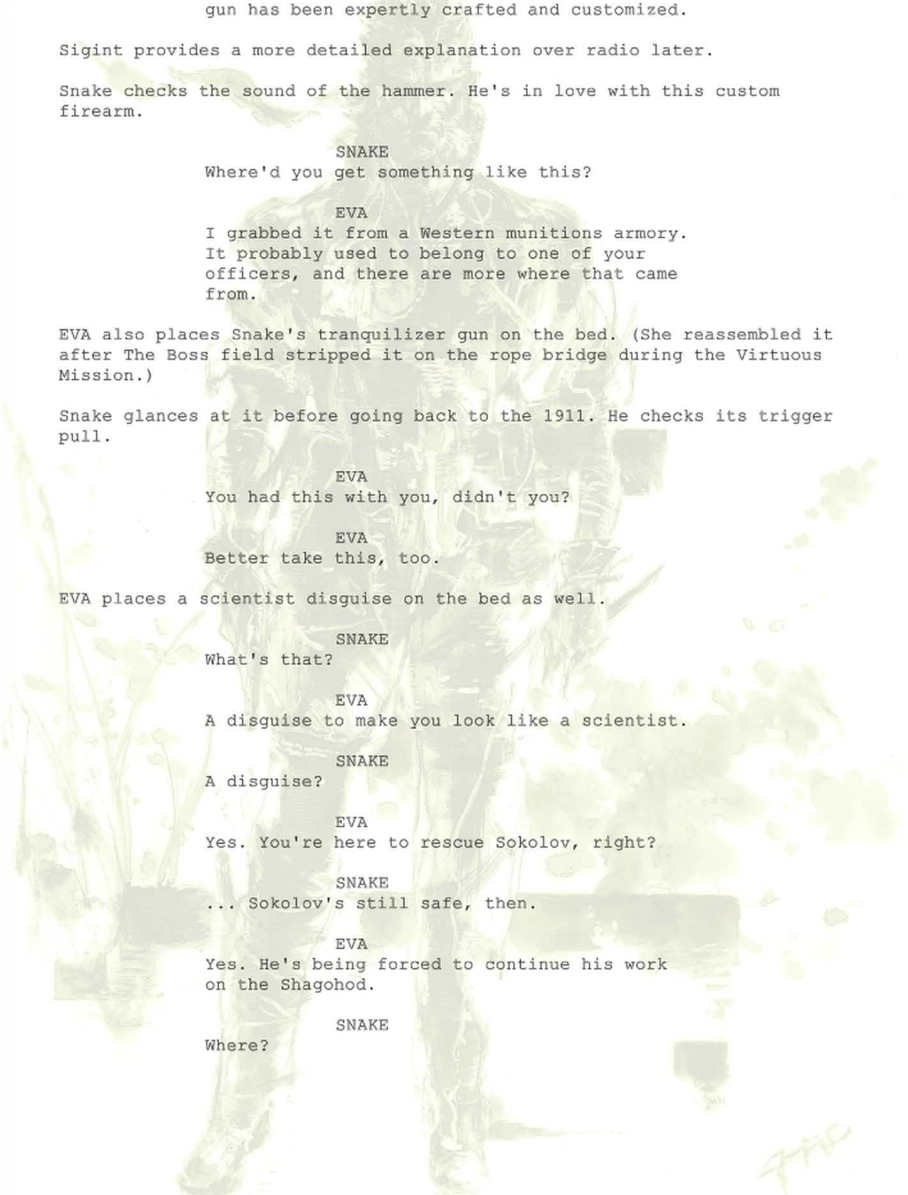
SNAKE
The sight system is original, too.

SNAKE
The thumb safety is extended to make it easier on the finger...

SNAKE
A long-type trigger with non-slip grooves...

SNAKE
A ring hammer...

SNAKE
The base of the trigger guard's been filed down for a higher grip.



SNAKE
And not only that, nearly every part of this
gun has been expertly crafted and customized.

Sigint provides a more detailed explanation over radio later.

Snake checks the sound of the hammer. He's in love with this custom firearm.

SNAKE
Where'd you get something like this?

EVA
I grabbed it from a Western munitions armory.
It probably used to belong to one of your
officers, and there are more where that came
from.

EVA also places Snake's tranquilizer gun on the bed. (She reassembled it after The Boss field stripped it on the rope bridge during the Virtuous Mission.)

Snake glances at it before going back to the 1911. He checks its trigger pull.

EVA
You had this with you, didn't you?

EVA
Better take this, too.

EVA places a scientist disguise on the bed as well.

SNAKE
What's that?

EVA
A disguise to make you look like a scientist.

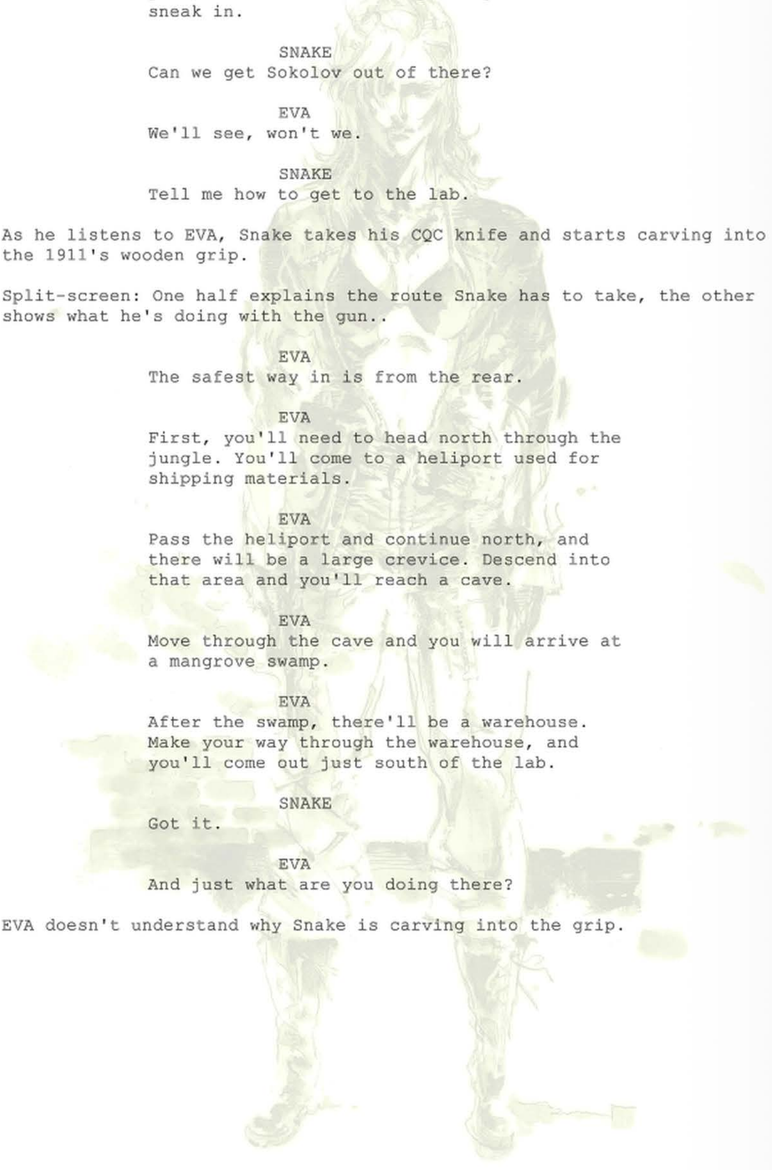
SNAKE
A disguise?

EVA
Yes. You're here to rescue Sokolov, right?

SNAKE
... Sokolov's still safe, then.

EVA
Yes. He's being forced to continue his work
on the Shagohod.

SNAKE
Where?



EVA
At the lab. They've got a whole army of scientists there developing new weapons. Security is tight, but if you disguise yourself as a scientist, you might be able to sneak in.

SNAKE
Can we get Sokolov out of there?

EVA
We'll see, won't we.

SNAKE
Tell me how to get to the lab.

As he listens to EVA, Snake takes his CQC knife and starts carving into the 1911's wooden grip.

Split-screen: One half explains the route Snake has to take, the other shows what he's doing with the gun..

EVA
The safest way in is from the rear.

EVA
First, you'll need to head north through the jungle. You'll come to a heliport used for shipping materials.

EVA
Pass the heliport and continue north, and there will be a large crevice. Descend into that area and you'll reach a cave.

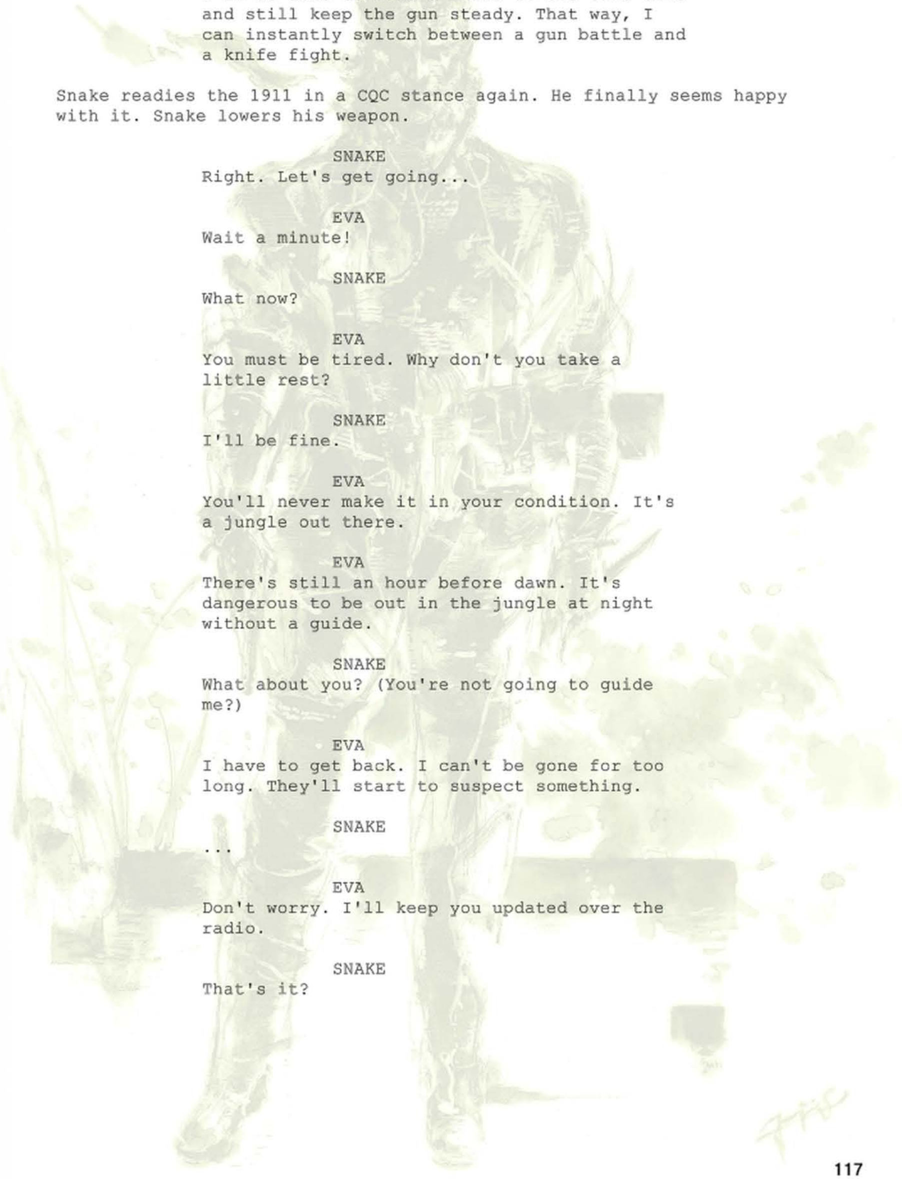
EVA
Move through the cave and you will arrive at a mangrove swamp.

EVA
After the swamp, there'll be a warehouse. Make your way through the warehouse, and you'll come out just south of the lab.

SNAKE
Got it.

EVA
And just what are you doing there?

EVA doesn't understand why Snake is carving into the grip.



SNAKE
In close-range combat, a knife can sometimes be more useful than a gun. By doing this, I'll be able to hold a knife at the same time and still keep the gun steady. That way, I can instantly switch between a gun battle and a knife fight.

Snake readies the 1911 in a CQC stance again. He finally seems happy with it. Snake lowers his weapon.

SNAKE
Right. Let's get going...

EVA
Wait a minute!

SNAKE
What now?

EVA
You must be tired. Why don't you take a little rest?

SNAKE
I'll be fine.

EVA
You'll never make it in your condition. It's a jungle out there.

EVA
There's still an hour before dawn. It's dangerous to be out in the jungle at night without a guide.

SNAKE
What about you? (You're not going to guide me?)

EVA
I have to get back. I can't be gone for too long. They'll start to suspect something.

SNAKE
...

EVA
Don't worry. I'll keep you updated over the radio.

SNAKE
That's it?

EVA

My orders are to provide you with information. Nothing more.

SNAKE

...

EVA

You look disappointed.

EVA

All right, then. I'll do something special for you.

EVA leans in to Snake.

EVA

I'll stand watch until dawn. Now be a good boy and lie down.

But Snake doesn't lie down.

EVA

What's the matter?

SNAKE

I don't know you well enough to trust you.

EVA

How well do you have to know me to trust me?

SNAKE

I don't know if I can trust anybody. (Not after The Boss betrayed him.)

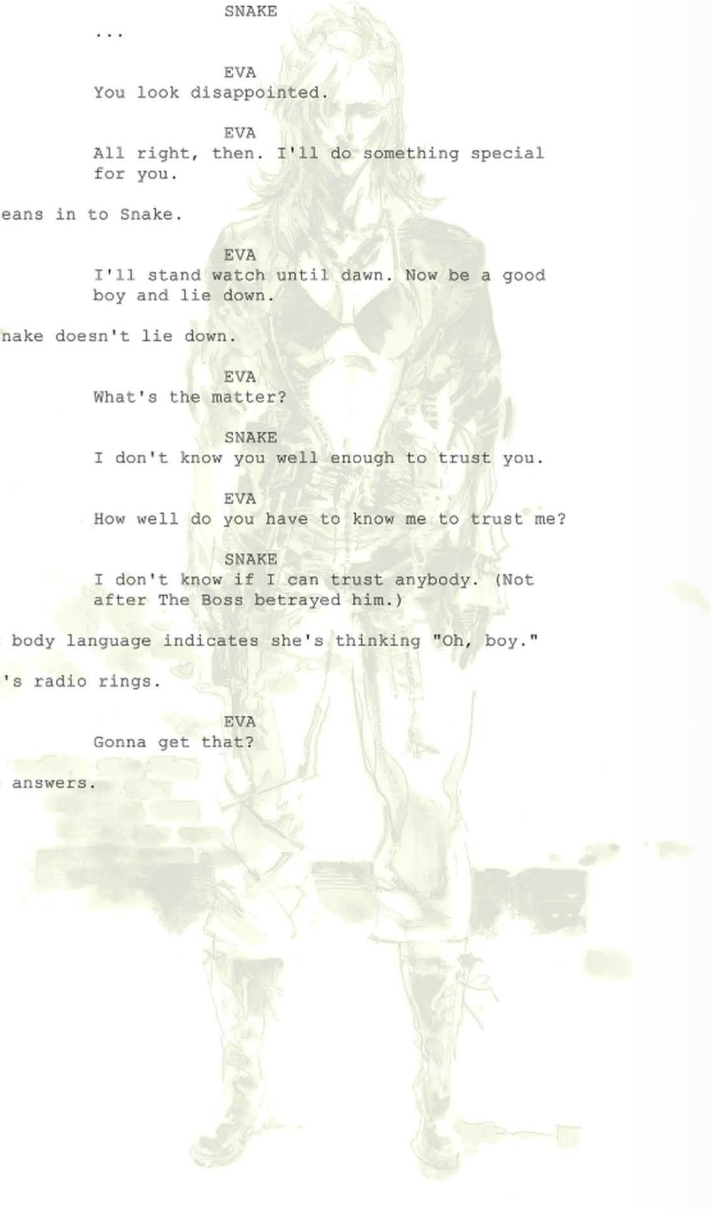
EVA's body language indicates she's thinking "Oh, boy."

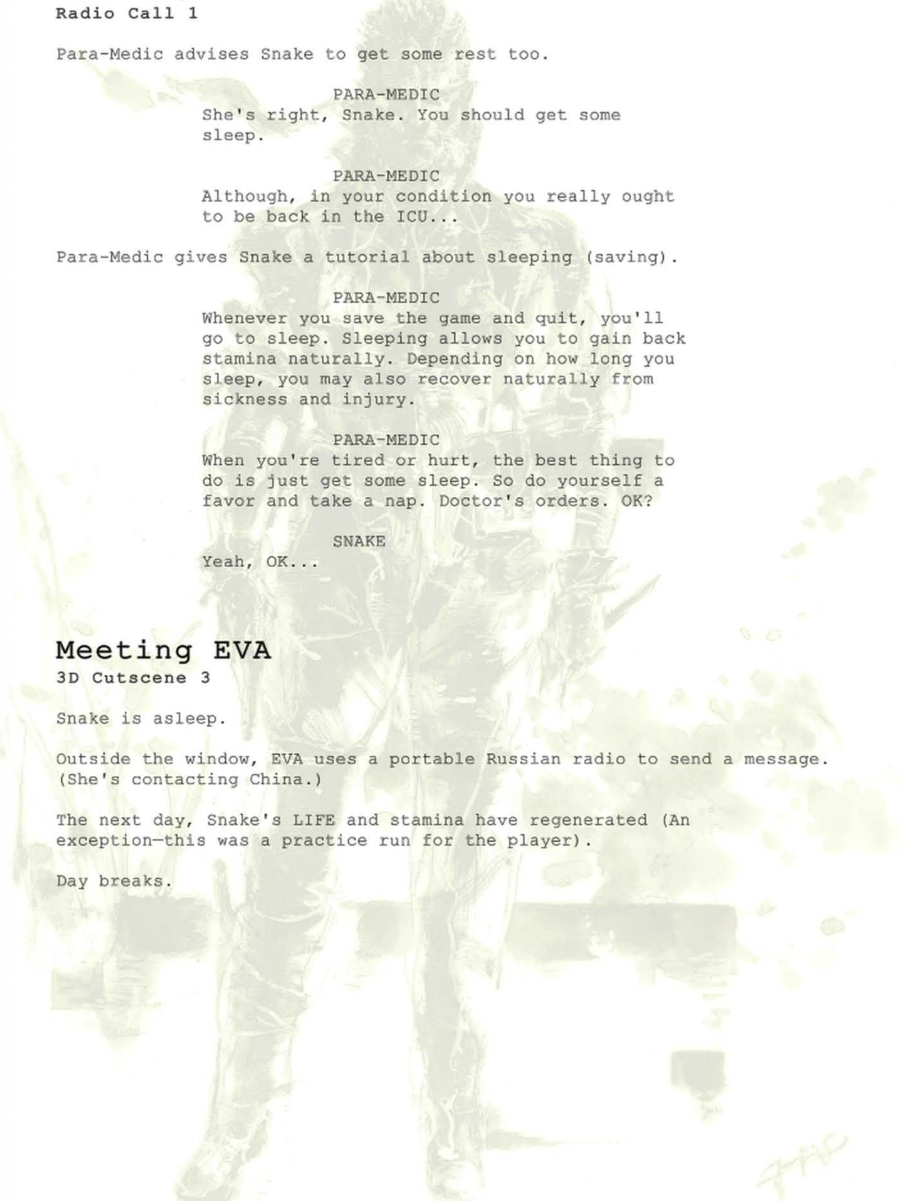
Snake's radio rings.

EVA

Gonna get that?

Snake answers.





Meeting EVA

Radio Call 1

Para-Medic advises Snake to get some rest too.

PARA-MEDIC
She's right, Snake. You should get some sleep.

PARA-MEDIC
Although, in your condition you really ought to be back in the ICU...

Para-Medic gives Snake a tutorial about sleeping (saving).

PARA-MEDIC
Whenever you save the game and quit, you'll go to sleep. Sleeping allows you to gain back stamina naturally. Depending on how long you sleep, you may also recover naturally from sickness and injury.

PARA-MEDIC
When you're tired or hurt, the best thing to do is just get some sleep. So do yourself a favor and take a nap. Doctor's orders. OK?

SNAKE
Yeah, OK...

Meeting EVA

3D Cutscene 3

Snake is asleep.

Outside the window, EVA uses a portable Russian radio to send a message. (She's contacting China.)

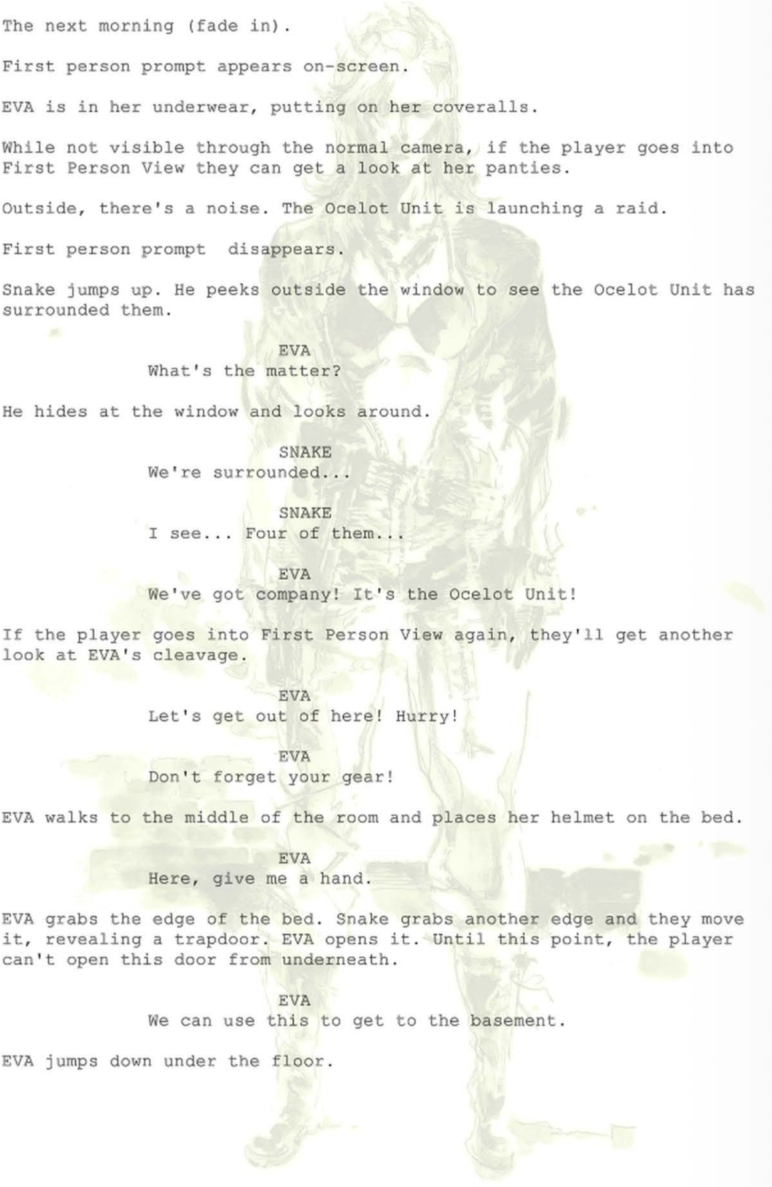
The next day, Snake's LIFE and stamina have regenerated (An exception—this was a practice run for the player).

Day breaks.

Meeting EVA

3D Cutscene 4

(day - change view button partially available)



The next morning (fade in).

First person prompt appears on-screen.

EVA is in her underwear, putting on her coveralls.

While not visible through the normal camera, if the player goes into First Person View they can get a look at her panties.

Outside, there's a noise. The Ocelot Unit is launching a raid.

First person prompt disappears.

Snake jumps up. He peeks outside the window to see the Ocelot Unit has surrounded them.

EVA
What's the matter?

He hides at the window and looks around.

SNAKE
We're surrounded...

SNAKE
I see... Four of them...

EVA
We've got company! It's the Ocelot Unit!

If the player goes into First Person View again, they'll get another look at EVA's cleavage.

EVA
Let's get out of here! Hurry!

EVA
Don't forget your gear!

EVA walks to the middle of the room and places her helmet on the bed.

EVA
Here, give me a hand.

EVA grabs the edge of the bed. Snake grabs another edge and they move it, revealing a trapdoor. EVA opens it. Until this point, the player can't open this door from underneath.

EVA
We can use this to get to the basement.

EVA jumps down under the floor.

She peeks out the building from below. She sees the legs of the Ocelot Unit in motion.

On the other side of their legs she sees Ocelot himself.

EVA
Dammit!... Ocelot!

EVA pops her head up the trapdoor.

EVA
I'll get past them on my bike. I'll call you later!

SNAKE
OK. I'll keep them busy.

EVA gives Snake a sharp look as she brings her face close to his. But she surprises him by giving him a peck on the cheek.

SNAKE
!

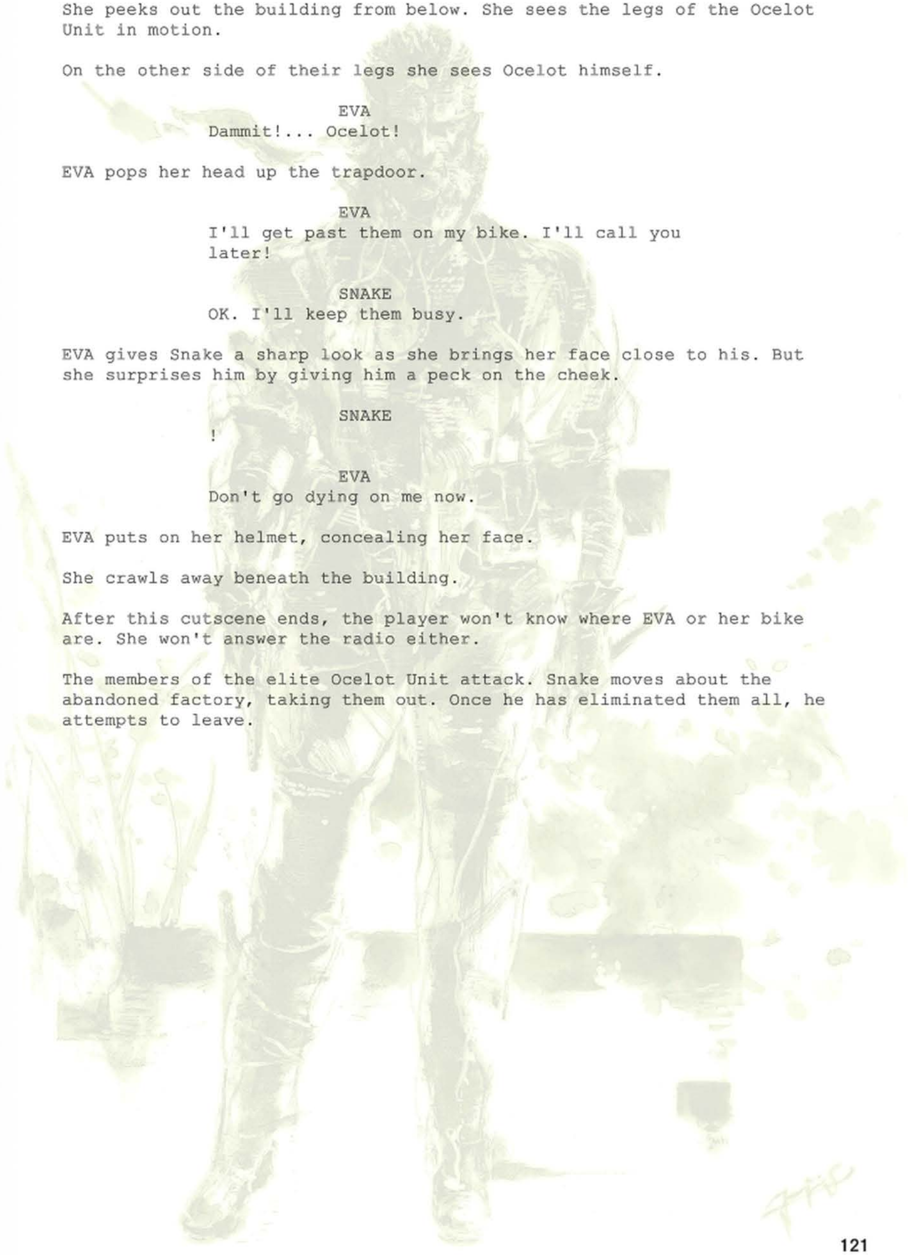
EVA
Don't go dying on me now.

EVA puts on her helmet, concealing her face.

She crawls away beneath the building.

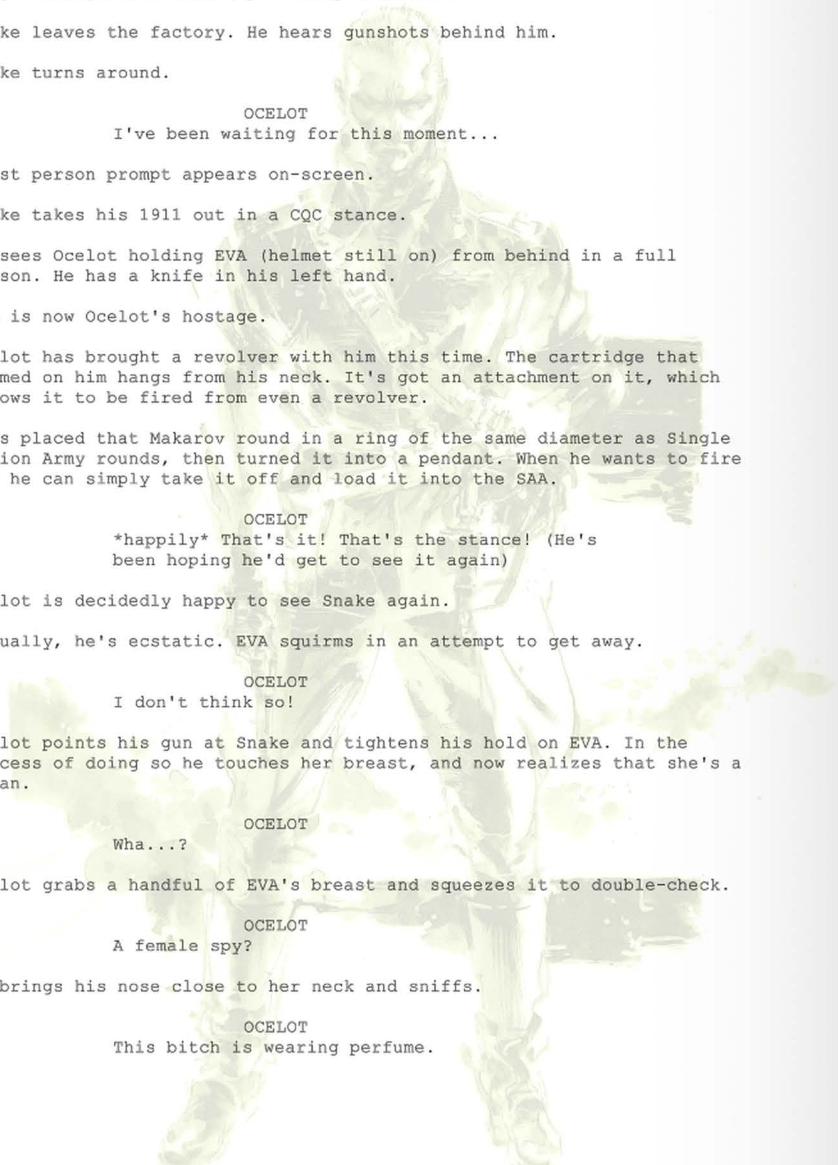
After this cutscene ends, the player won't know where EVA or her bike are. She won't answer the radio either.

The members of the elite Ocelot Unit attack. Snake moves about the abandoned factory, taking them out. Once he has eliminated them all, he attempts to leave.



After Ocelot Unit Battle

3D Cutscene 1
(day - change view button partially available)



Snake leaves the factory. He hears gunshots behind him.

Snake turns around.

OCELOT
I've been waiting for this moment...

First person prompt appears on-screen.

Snake takes his 1911 out in a CQC stance.

He sees Ocelot holding EVA (helmet still on) from behind in a full nelson. He has a knife in his left hand.

EVA is now Ocelot's hostage.

Ocelot has brought a revolver with him this time. The cartridge that jammed on him hangs from his neck. It's got an attachment on it, which allows it to be fired from even a revolver.

He's placed that Makarov round in a ring of the same diameter as Single Action Army rounds, then turned it into a pendant. When he wants to fire it, he can simply take it off and load it into the SAA.

OCELOT
happily That's it! That's the stance! (He's been hoping he'd get to see it again)

Ocelot is decidedly happy to see Snake again.

Actually, he's ecstatic. EVA squirms in an attempt to get away.

OCELOT
I don't think so!

Ocelot points his gun at Snake and tightens his hold on EVA. In the process of doing so he touches her breast, and now realizes that she's a woman.

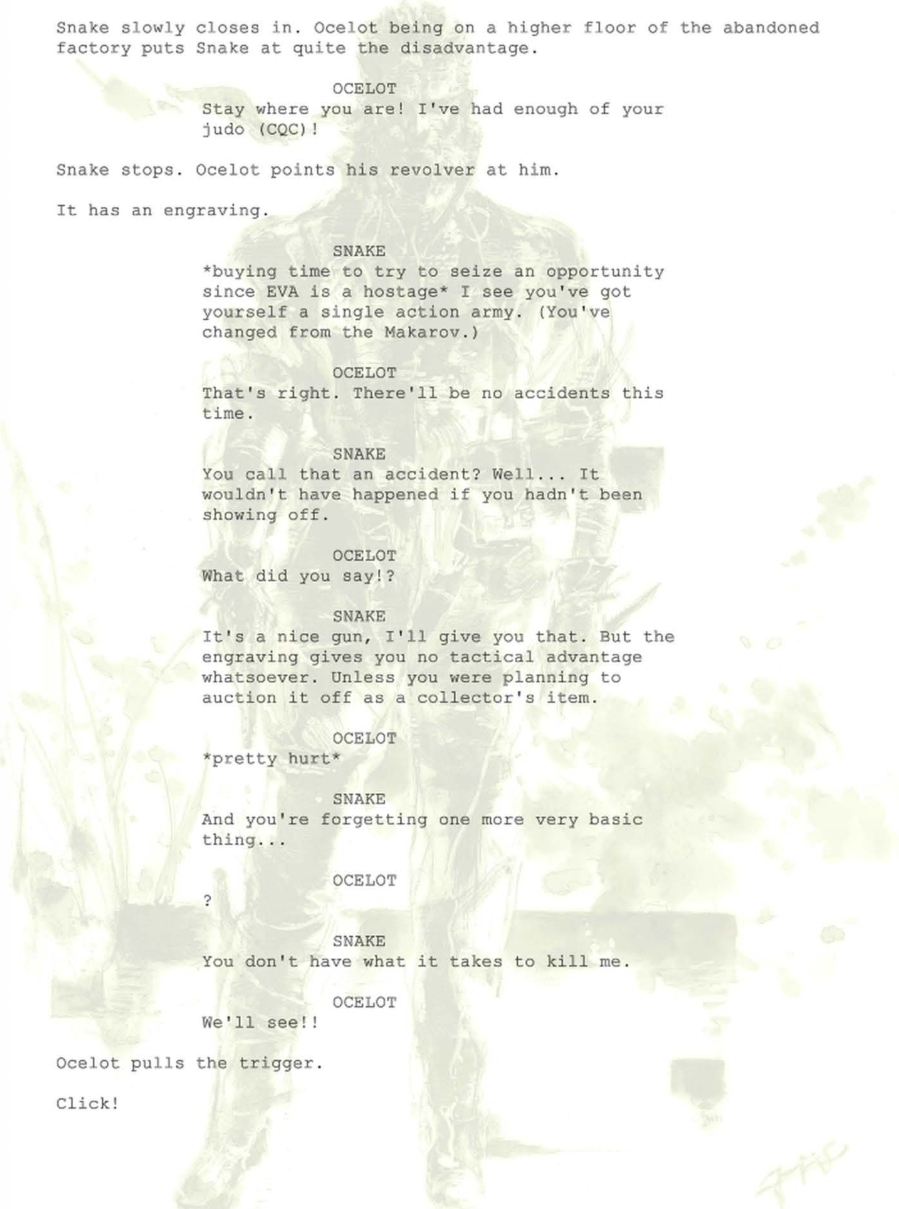
OCELOT
Wha...?

Ocelot grabs a handful of EVA's breast and squeezes it to double-check.

OCELOT
A female spy?

He brings his nose close to her neck and sniffs.

OCELOT
This bitch is wearing perfume.



This fragrance almost blows EVA's cover during the later torture scene.

Snake slowly closes in. Ocelot being on a higher floor of the abandoned factory puts Snake at quite the disadvantage.

OCELOT
Stay where you are! I've had enough of your judo (CQC)!

Snake stops. Ocelot points his revolver at him.

It has an engraving.

SNAKE
buying time to try to seize an opportunity since EVA is a hostage I see you've got yourself a single action army. (You've changed from the Makarov.)

OCELOT
That's right. There'll be no accidents this time.

SNAKE
You call that an accident? Well... It wouldn't have happened if you hadn't been showing off.

OCELOT
What did you say!?

SNAKE
It's a nice gun, I'll give you that. But the engraving gives you no tactical advantage whatsoever. Unless you were planning to auction it off as a collector's item.

OCELOT
pretty hurt

SNAKE
And you're forgetting one more very basic thing...

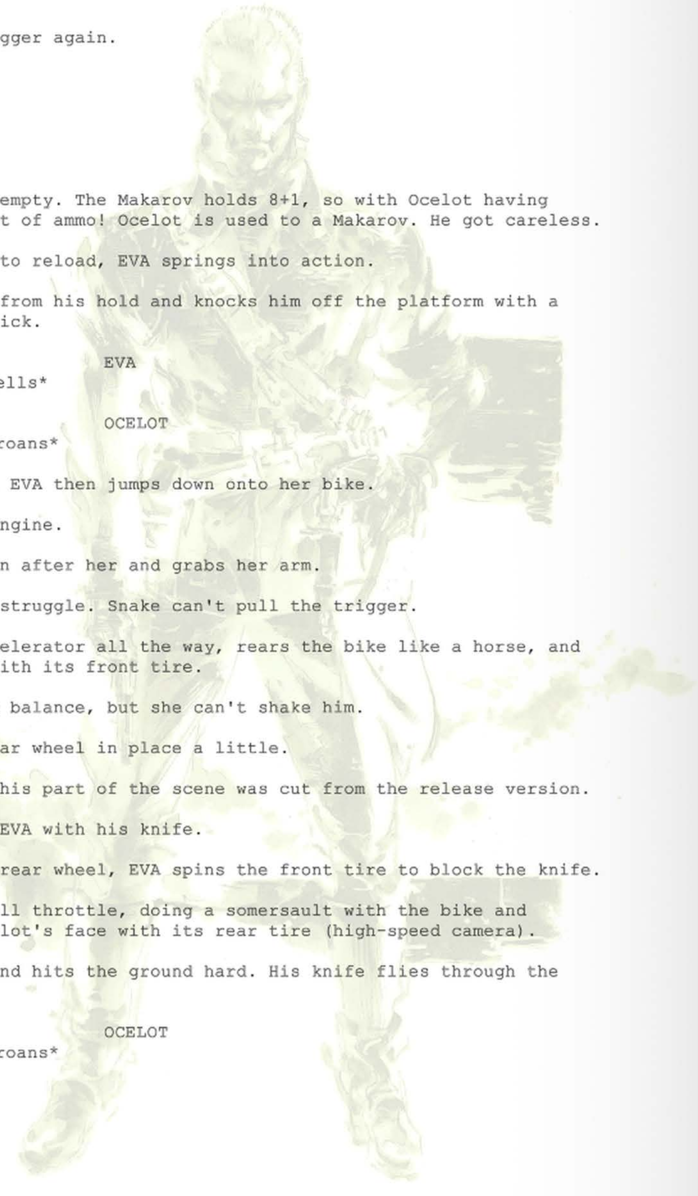
OCELOT
?

SNAKE
You don't have what it takes to kill me.

OCELOT
We'll see!!

Ocelot pulls the trigger.

Click!



OCELOT
! *shocked*

He's surprised.

He pulls the trigger again.

Click!

And again.

Click!

The revolver is empty. The Makarov holds 8+1, so with Ocelot having fired 6, it's out of ammo! Ocelot is used to a Makarov. He got careless.

As Ocelot tries to reload, EVA springs into action.

She breaks free from his hold and knocks him off the platform with a body blow or a kick.

EVA
yells

OCELOT
groans

Wasting no time, EVA then jumps down onto her bike.

She starts the engine.

Ocelot jumps down after her and grabs her arm.

The two of them struggle. Snake can't pull the trigger.

EVA revs the accelerator all the way, rears the bike like a horse, and attacks Ocelot with its front tire.

Ocelot loses his balance, but she can't shake him.

EVA spins the rear wheel in place a little.

Editor's Note: This part of the scene was cut from the release version.

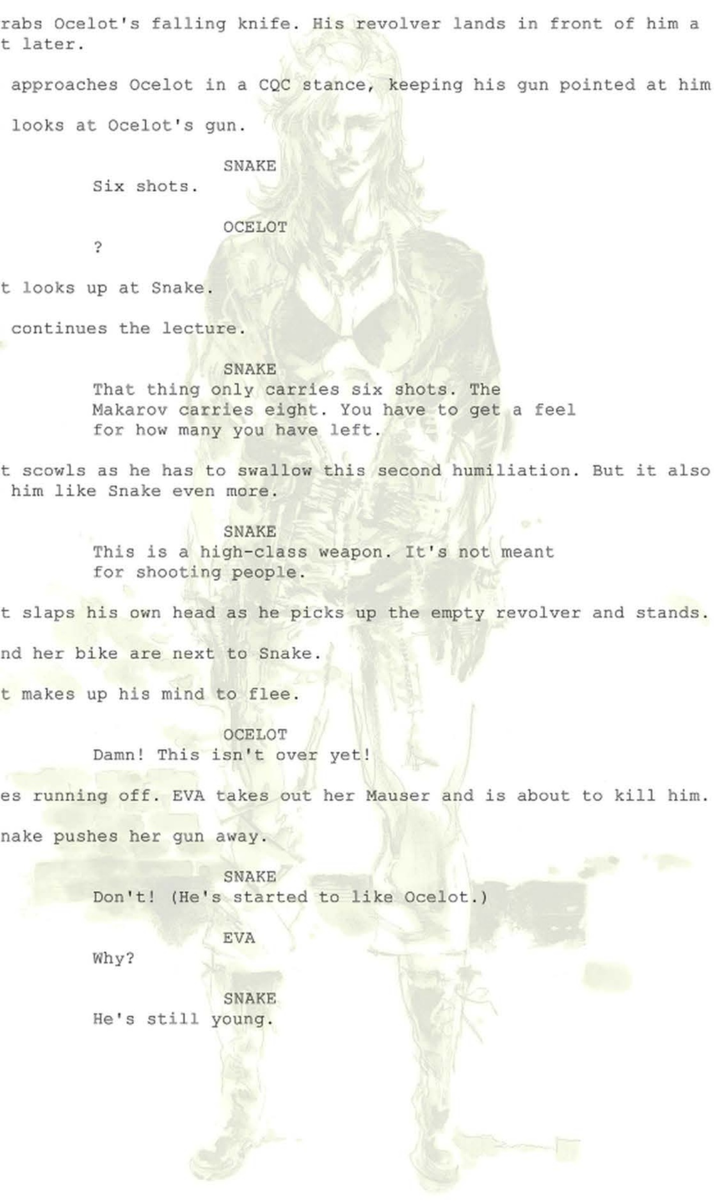
Ocelot comes at EVA with his knife.

While up on the rear wheel, EVA spins the front tire to block the knife.

She then goes full throttle, doing a somersault with the bike and running over Ocelot's face with its rear tire (high-speed camera).

He's thrown up and hits the ground hard. His knife flies through the air.

OCELOT
groans



EVA takes off and hits the brakes hard a few steps away from Ocelot!

She's situated next to Snake.

EVA grabs Ocelot's falling knife. His revolver lands in front of him a moment later.

Snake approaches Ocelot in a CQC stance, keeping his gun pointed at him.

Snake looks at Ocelot's gun.

SNAKE
Six shots.

OCELOT
?

Ocelot looks up at Snake.

Snake continues the lecture.

SNAKE
That thing only carries six shots. The Makarov carries eight. You have to get a feel for how many you have left.

Ocelot scowls as he has to swallow this second humiliation. But it also makes him like Snake even more.

SNAKE
This is a high-class weapon. It's not meant for shooting people.

Ocelot slaps his own head as he picks up the empty revolver and stands.

EVA and her bike are next to Snake.

Ocelot makes up his mind to flee.

OCELOT
Damn! This isn't over yet!

He goes running off. EVA takes out her Mauser and is about to kill him.

But Snake pushes her gun away.

SNAKE
Don't! (He's started to like Ocelot.)

EVA
Why?

SNAKE
He's still young.

EVA
You'll regret stopping me.

EVA holsters her Mauser and revs the engine.

EVA
Dammit! I've got to get back before he does
(so I don't blow my cover).

She races off on her bike to get back to Volgin ASAP!

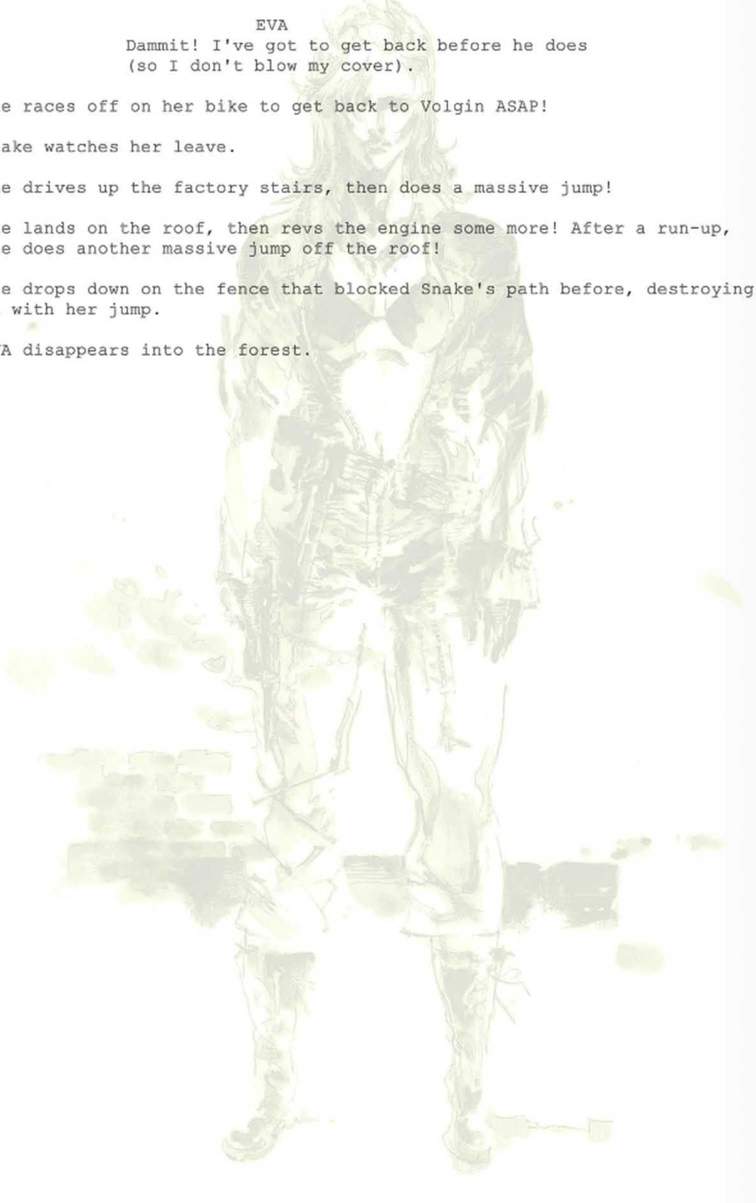
Snake watches her leave.

She drives up the factory stairs, then does a massive jump!

She lands on the roof, then revs the engine some more! After a run-up, she does another massive jump off the roof!

She drops down on the fence that blocked Snake's path before, destroying it with her jump.

EVA disappears into the forest.



Footnotes

[1] The first American to travel into space. On May 5, 1961, Shepard orbited the Earth for 15 minutes aboard space capsule *Freedom 7*.

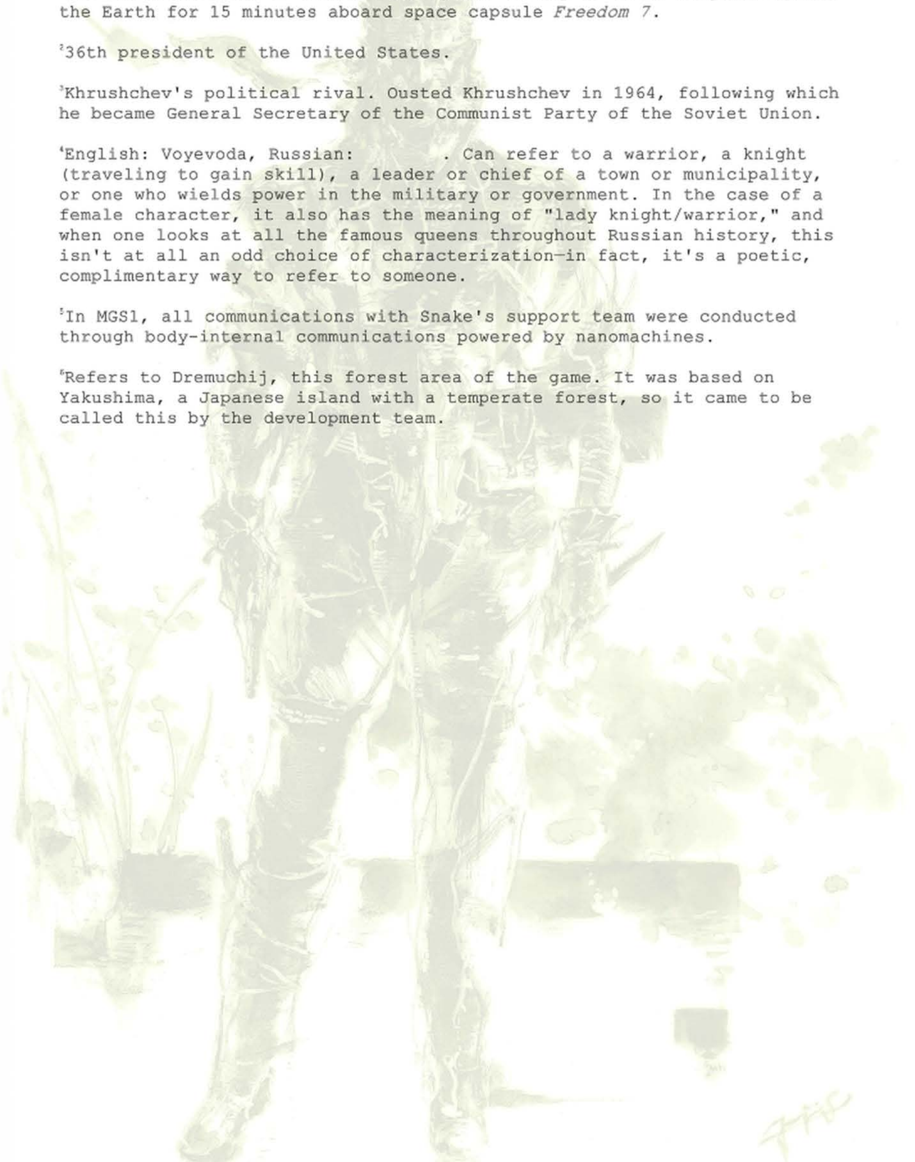
[2] 36th president of the United States.

[3] Khrushchev's political rival. Ousted Khrushchev in 1964, following which he became General Secretary of the Communist Party of the Soviet Union.

[4] English: Voyevoda, Russian: . Can refer to a warrior, a knight (traveling to gain skill), a leader or chief of a town or municipality, or one who wields power in the military or government. In the case of a female character, it also has the meaning of "lady knight/warrior," and when one looks at all the famous queens throughout Russian history, this isn't at all an odd choice of characterization—in fact, it's a poetic, complimentary way to refer to someone.

[5] In MGS1, all communications with Snake's support team were conducted through body-internal communications powered by nanomachines.

[6] Refers to Dremuchij, this forest area of the game. It was based on Yakushima, a Japanese island with a temperate forest, so it came to be called this by the development team.



Radio Conversations

•Major

Prior to Meeting The Boss

Head for the abandoned factory to the north

(1)

ZERO

Snake, your first task is to meet up with ADAM, the contact provided by the KGB.

ZERO

The rendezvous point is the abandoned factory to the north of your current position. Head north.

(2)

SNAKE

The abandoned factory... that's where I met Sokolov during the Virtuous Mission.

ZERO

Correct. But we can't afford to have the same thing happen this time.

SNAKE

I know.

Camouflage yourself

ZERO

Like the Virtuous Mission, Operation Snake Eater is a solo sneaking mission.

ZERO

There are no units in the field to back you up. Avoid engaging the enemy whenever possible. Your first priority is to remain unseen.

ZERO

Use the "CAMOUFLAGE" option in the Survival Viewer and choose your camouflage wisely. Proceed with caution.

It was daytime before, this time it's night

(1)

ZERO

Unlike the Virtuous Mission, this is a night operation.

ZERO

You'll get lost more easily in the dark, but it will also make your camouflage more effective and make it harder for the enemy to see you. On the other hand, it will also be more difficult for you to see them.

ZERO

You'll also find that different animals are active. Some of these nocturnal animals are poisonous. So stay alert.

(2)

ZERO

Para-Medic is with us again to provide information on the local plants and animals. Give her a call if there's anything you need to know.

Prior to The Boss appearing – procuring food

(1)

ZERO

Operation Snake Eater is different from the Virtuous Mission in that you won't be able to complete it in just a few hours.

ZERO

The time limit set by Khrushchev is one week. Within that time, you'll have to rescue Sokolov, defeat Volgin, destroy the Shagohod and... (He's about to say "and kill The Boss" but he can't bring himself to do it.)

SNAKE

I know. (Saying it so he himself hears it.)

ZERO

... Good.

ZERO

In any event, you will not be allowed to return until you've accomplished your objectives.

ZERO

Survival in the field will be critical in this mission. And the most important survival technique of all is, of course, finding food.

(2)

ZERO
You can get food in the same way you did during the Virtuous Mission - by capturing it.

ZERO
The enemy presence in that area is still light. You should try and get as much food as possible while you can.

The crashed drone

SNAKE
Major, what should I do with this wreck of a drone?

ZERO
Just leave it there.

SNAKE
Are you sure?

ZERO
Yes.

SNAKE
But isn't this thing top secret?

ZERO
Yeah, it is.

ZERO
After the U2 spy plane incident four years ago, plans were laid out for future spy missions in Soviet airspace to be carried out by an unmanned craft.

ZERO
That craft was the D21 spy drone, the basis of the one you came in on.

ZERO
The D21 is launched from a craft called the M21. The M21 itself is a derivative of the A-12, a supersonic long-range spy plane currently being developed as the successor to the U2.

ZERO
However, for this mission we used a modified YF-12A, a long-range interceptor version of the A-12.

ZERO
After being released from the mother ship, the drone can achieve speeds upwards of Mach 3 at high altitude using its ramjet engine.

ZERO
It can't be shot down by ground-to-air missiles, and it's nearly undetectable by radar.

ZERO
With Tselinoyarsk in such a high state of alert after our last escapade, this was the only reliable way to get you in.

SNAKE
This is all top-secret military technology. Are you telling me I'm supposed to just leave it here?

ZERO
That's right.

SNAKE
Why?

ZERO
The purpose of Operation Snake Eater is to send an American agent into the field in order to eliminate a defector and traitor. Namely, The Boss.

ZERO
Part of that mission involves making sure the Soviets find out what we're doing.

SNAKE
So we have to leave behind some kind of evidence that the U.S. was involved.

ZERO
Don't worry. The technologically sensitive components of the craft were rigged to self-destruct when it landed.

ZERO
The only thing the Soviets are going to find is a pile of American-made scrap metal.

SNAKE
Got it. Just one thing, though.

ZERO
What is it?

SNAKE
I think they'd better redesign the landing impact buffer. People are gonna get hurt landing that thing.

ZERO
I'll let them know.

The situation following the Virtuous Mission

ZERO

Thanks to last week's nuclear incident, the Soviet Union is now on secondary alert. We're one step away from a nuclear war.

SNAKE

Defcon 2, huh.

ZERO

In American parlance, yes.

ZERO

From what Western intelligence has been able to gather, the radical elements in the Soviet command are showing signs of impatience.

ZERO

They say we're on the brink of World War III here.

ZERO

And with Khrushchev's position getting weaker every day, I worry whether he'll be able to hold them back...

SNAKE

...One week. (That's how much time Khrushchev has given them.)

ZERO

Yes. America must eliminate The Boss by its own hand to prove its "innocence." There is no other way to resolve the crisis.

ZERO

Everything rests on your shoulders, Snake. Failure is not an option.

SNAKE

... I know.

Voyevoda

ZERO
The Soviet intelligence community must be up in arms about The Boss' defection.

ZERO
The great Voyevoda has abandoned America and embraced the Soviet Union.

SNAKE
Voyevoda?

ZERO
Apparently that's what they call The Boss behind the Iron Curtain.

ZERO
It means "warrior" or "mighty soldier" in Russian. When used to refer to a woman, it means something close to "lady knight."

ZERO
In Russia, where they've had a number of female emperors throughout their history, it's a term of great respect. Well, poetic, in a way.

ZERO
The Boss' exploits have made her name famous in the East as well.

The Boss' defection

SNAKE
Major, why did The Boss defect?

ZERO
I don't know. But I will tell you this. America is all too eager to get rid of her.

SNAKE
What do you mean?

ZERO
She knows too many of our secrets.

ZERO
If she were to relay all the top-secret information she knows to the Soviet bloc, it would put us at a severe disadvantage.

ZERO
It might even lead to the downfall of the West.

ZERO

Even if we survive, The Boss is still too much of a hero to us.

ZERO

With her in the Soviet camp, we'd suffer a fatal loss of morale at home.

ZERO

There are even whispers that some of the less stalwart elements of the military might follow her example and defect themselves.

ZERO

I assume you're aware that since your last mission, several key figures within the CIA have been placed under house arrest.

SNAKE

Yeah.

ZERO

The loss of The Boss has been a painful one indeed.

SNAKE

What about you?

ZERO

Me? I still can't believe it. As a comrade, I would have placed my trust in her before my own family.

ZERO

But now that I think about it, The Boss always seemed to have an aura of mystery about her.

ZERO

I never would have expected it to manifest in this way, though.

SNAKE

...

ZERO

Ah well, it won't do to get all misty-eyed about it. She's an enemy now, worthy of nothing more than our contempt.

SNAKE

Understood.

Go investigate that horse neigh

(1)

ZERO
You just heard a horse?

SNAKE
Yeah.

ZERO
You're sure it wasn't something else?

SNAKE
I know a horse when I hear one.

ZERO
Para-Medic, are there any wild horses in Tselinoyarsk?

PARA-MEDIC
Do you really expect me to say "yes"?

ZERO
No.

SNAKE
So what should I do?

ZERO
There's only one way through that area. All you can do is move forward.

(2)

ZERO
Head towards the sound of that horse. It came from the north. Be careful.

•Para-Medic

Prior to Meeting The Boss

Effects of the injuries sustained during the Virtuous (VR) Mission

SNAKE
Para-Medic.

PARA-MEDIC
Snake! It's so good to hear from you again.

SNAKE
Same here. It's been a week, hasn't it?

PARA-MEDIC
Four days, actually.

SNAKE
?

PARA-MEDIC
I visited you in the hospital. You were still unconscious, though.

SNAKE
Huh. Then you must have seen me naked.

PARA-MEDIC
Yeah. But you were all wrapped up in bandages and tubes, so I couldn't do anything but look.

SNAKE
Better luck next time.

PARA-MEDIC
Let's hope so... But seriously, don't forget that you were like that until just yesterday. In fact, you really shouldn't even be on this mission.

PARA-MEDIC
Keep an eye on your stamina gauge. If you start to run low, don't push yourself. Eat something to replenish your stamina.

PARA-MEDIC
And try not to get yourself hurt. If you're wounded, or get bitten by a venomous animal, go into the Survival Viewer immediately and treat yourself using "CURE."

SNAKE
Yeah, yeah. I can see you still know how to nag.

PARA-MEDIC
You're welcome. And I can see you still don't know when to keep your mouth shut.

SNAKE
Maybe so... By the way, I heard you're going to lose your medical license if this mission fails.

PARA-MEDIC
Yes, there was talk of that, but the mission won't fail, WILL it?

SNAKE
Of course not.

PARA-MEDIC
Good, I believe in you... But you know what? I really don't care about my medical license.

SNAKE
Didn't they use that to force you to participate in this operation?

PARA-MEDIC
No. I volunteered.

SNAKE
Why?

PARA-MEDIC
So that I could watch over you.

SNAKE
?

PARA-MEDIC
Snake, you're the best agent I've ever seen. But you push yourself too hard. You're reckless.

PARA-MEDIC
Someone has to stop you from getting into trouble... to make sure you and The Boss don't kill each other.

SNAKE
... (hit the nail on the head)

PARA-MEDIC
So that's why I volunteered. I mean, you couldn't ask for a better guardian angel than me, right?

SNAKE
... Thanks.

PARA-MEDIC
Stop right there!

SNAKE
?

PARA-MEDIC
You can thank me when you get back.

SNAKE
All right.

Nocturnal flora and fauna

PARA-MEDIC
Snake, unlike the Virtuous Mission, this is a night operation.

PARA-MEDIC
You'll be encountering nocturnal animals that you didn't encounter your last mission.

PARA-MEDIC
Some of them are venomous, like the king cobra, so be careful.

PARA-MEDIC
If you get bitten by a venomous animal, the poison will spread through your body and rapidly drain your LIFE gauge.

PARA-MEDIC
If that's the case, go into the "CURE" screen in Survival Viewer immediately and inject yourself with serum. Got it?

•Major

Prior to Reaching Abandoned Factory

After The Boss appears – head for the abandoned factory

(1)

SNAKE
Major...

ZERO
reminding himself too Snake, The Boss is your enemy. You've got to accept that reality.

SNAKE
...

(2)

ZERO
ADAM is waiting for you at the abandoned factory to the north of your current position. Head north.

After The Boss appears – head for the abandoned factory (2)

ZERO
Remember that you've lost your gun. You don't stand a chance in a fight against an enemy unit.

ZERO
Use your camouflage and don't let the enemy see you.

After The Boss appears – enemy soldiers will show up

ZERO
The enemy must have seen the drone explode. They've probably already sent out patrol units.

ZERO
You never know when you'll encounter the enemy. Use your camouflage wisely and proceed with caution.

After The Boss appears - security leak?

(1)

SNAKE
Major, why was The Boss there... Did they detect my infiltration?

ZERO
That's impossible. The drone shouldn't have been picked up by their radar at all.

SNAKE
Then how did she know? It couldn't have been...? (A leak?)

ZERO
That's also out of the question. We've taken all measures to ensure this mission stays secret.

SNAKE
... Then what's going on?

ZERO
I don't know.

SNAKE
...

ZERO
It won't do you any good to dwell on it, Snake.

(2)

ZERO
Hurry to your rendezvous with ADAM. Head for the abandoned factory to the north.

ZERO
Watch out for enemy patrols. Stay alert at all times. Okay?

The Boss' betrayal

SNAKE
Major...

ZERO
What is it.

SNAKE
... Why did The Boss betray us?

ZERO
Leave it alone, Snake.

SNAKE
But...

ZERO
We've been through this before. Besides, asking for reasons now won't change anything.

SNAKE
not listening I thought I'd find out if I met her face to face. I thought for sure she'd tell me. But... (When he met her she kicked his butt.)

ZERO
Then you'll have to find your own answers.

SNAKE
... By completing my "mission"? (His mission being to eliminate The Boss.)

ZERO
Yes.

SNAKE
...

You don't have a gun, so use your knife to capture food

ZERO
Snake, you don't have a tranquilizer gun right now. That means you'll just have to capture animals with your bare hands or with your survival knife.

ZERO
You should be able to harvest mushrooms and other low-lying plants with no problem by punching them or using your knife.

ZERO
It'll be tougher to catch small animals, but you might have a chance if you use stalking from behind.

Rope bridge tactics without a gun

(1)

ZERO

A rope bridge, huh... You'll stick out like a sore thumb if you walk on top of it. To cross it without being seen, you'll have to do something about the enemies.

(2)

*If player didn't hear about this during Virtuous Mission

SNAKE

Seems that way.

(3)

*If player did hear about this during Virtuous Mission

SNAKE

You told me this before.

ZERO

Did I?

SNAKE

Yeah.

(4)

ZERO

In the Virtuous Mission, you had your tranquilizer gun to use, but this time around you're unarmed. You won't be able to take out the enemies safely from a distance.

ZERO

You'll have to find some way of reeling them in close.

ZERO

Try distracting the enemy by making a noise or throwing something.

ZERO

You might also try cutting one of the ropes with your survival knife to make the bridge shake...

•Major

Prior to Meeting EVA

ADAM's location at the abandoned factory

(1)

ZERO
You've arrived at the factory, I see.

SNAKE
Yeah. Now to meet up with this ADAM guy.

ZERO
Good, go to it.

SNAKE
So where is he?

ZERO
We weren't given an exact location.

SNAKE
How about a time?

ZERO
Nothing was specified.

SNAKE
A physical description.

ZERO
I'm not sure.

SNAKE
... How am I supposed to find him, then?

ZERO
You won't need to.

SNAKE
?

ZERO
He'll find you.

SNAKE
...

(2)

ZERO
Why don't you try the room to the northeast where you met Sokolov? ADAM might be in there.

ADAM will only appear during Normal Phase

(1)

ZERO
ADAM is a spy sent by the KGB to infiltrate Volgin's ranks. You'll need to be extremely careful in how you approach him.

SNAKE
Obviously. He can't let Volgin know he's meeting me.

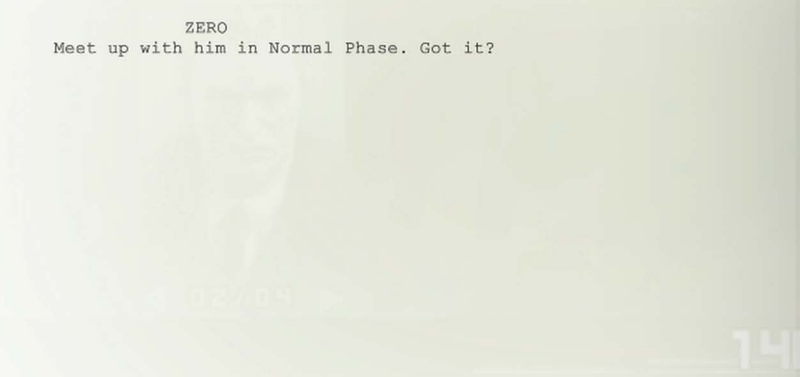
ZERO
That's right.

(2)

ZERO
ADAM won't show up if you're being pursued by the enemy.

ZERO
Before you go to rendezvous with ADAM, make sure you haven't been seen by the enemy.

ZERO
Meet up with him in Normal Phase. Got it?



•Ocelot Unit Battle

Ocelot Unit battle - take them all out

(1)

ZERO
It appears you've been completely surrounded.

SNAKE
Yeah. So I gathered.

ZERO
If EVA is to escape from there...

SNAKE
Right. I'll have to take them all out.

(2)

ZERO
Snake, you must defeat all the Ocelots. That's the only way to ensure EVA's safe escape, as well as your own.

ZERO
But you're up against a lot of them. Don't try to take them head on. Approach them without being seen, and dispatch them one by one. And don't forget to use your camouflage.

Ocelot Unit battle - get out of that room

(1)

ZERO
Snake, they're conducting a sweep of the inside of the factory. Sooner or later, they'll come to your room.

ZERO
If you're just standing there doing nothing, they'll find you and they will kill you.

(2)

ZERO
Get out of that room, quickly. Use the trapdoor that EVA showed you!

(3)

ZERO
You might be able to wait it out by hiding in a locker as well.

Ocelot Unit battle – basic tactics

(1)

ZERO
Snake, don't try to engage the Ocelots head on. There are too many of them. If they surround you, you'll be finished.

ZERO
Use your camouflage to approach them without being seen, and take them out one by one.

(2)

ZERO
If you don't camouflage yourself properly, you run the risk of being spotted and attacked by snipers or other far away enemies.

ZERO
Don't forget to use the "CAMOUFLAGE" screen in the Survival Viewer to disguise yourself.

ZERO
Always maintain a high Camo Index.

Ocelot Unit battle – file of enemy soldiers

ZERO
Snake, enemy soldiers who move in file pose a serious threat. Try to take them out one at a time starting with the one at the back.

Ocelot Unit battle – drums

ZERO
Snake, there were drums filled with fuel in the factory.

ZERO
If you shoot a bullet into one of those drums, the resulting explosion should send any nearby enemies flying. Use them to your advantage!

Ocelot Unit battle – enemies in hiding

ZERO
Snake, there's no telling where the enemy might be hiding. Be sure to check the ceilings and the bushes. Don't let your guard down, even for an instant.

Ocelot Unit battle - never mind EVA

ZERO

EVA needs you to distract the enemies until she can escape on her motorcycle. She's probably out there somewhere waiting for her chance.

ZERO

Don't worry about her. Focus on defeating the enemy. Understood?

Ocelot Unit battle - watch out for snipers

ZERO

Snake, it appears they've got snipers in place.

ZERO

Snipers are excellent shots. If they hit you, you're likely to be wounded.

ZERO

Find the snipers and neutralize them before they can shoot you. If you do get shot at, take cover behind something. Understood?

Ocelot Unit battle - that's not all of them

ZERO

Snake, it's too early to relax yet. There are still enemies out there somewhere. Find them and eliminate them.

•Sigint

Ocelot Unit Battle

Ocelot Unit battle - suppressors

(1)

SIGINT

Snake, if you fire that thing without a suppressor attached, the bang and the muzzle flash will give your position away to the enemy.

(2)

SIGINT

Attach a suppressor and you won't have to worry about all that. To attach a suppressor, open the Weapon Window and press the Enter Button.

Watch out for stun grenades

(1)

SIGINT

Snake, they're usin' stun grenades - watch out!

(2)

SNAKE

Stun grenades?

SIGINT

Yeah. It's a new weapon they invented themselves. It uses an intense blast of light and sound to knock out the enemy temporarily.

(3)

SIGINT

If you're lookin' at the light from one of those things when it goes off, you can kiss your optics goodbye. If one gets tossed your way, turn around quick.

Watch out for M63s

SIGINT

Heads up, Snake. Looks like some of those guys are equipped with M63s.

SIGINT

The M63 is an American-made light machine gun. It's got more firepower than you might think. It can punch through a wall too so watch out.

Watch out for M37s

SIGINT
You said some of them are using shotguns?

SIGINT
Those shotguns are M37s. They're an American model designed for field combat.

SIGINT
Not all that dangerous from a distance, but at close range, they'll tear you to shreds. Be careful.

Watch out for Scorpions

SIGINT
Looks like some of them are using Scorpions.

SIGINT
The Scorpion is a Czechoslovakian submachine gun.

SIGINT
They don't have the stopping power of a rifle, but they're easier to handle, and lethal at a medium range. If you eat more than a couple of rounds it's not gonna be pretty.

SIGINT
Don't fool around.

Watch out for grenades

SIGINT
Snake, watch out for those grenades they're tossin'.

SIGINT
You'll be injured pretty bad if you get caught in the blast. You could get burned, too. If somebody throws a grenade at you, get away from it and hit the deck.

Ocelot Unit battle - rifles

(1)

SIGINT
Those rifles the Ocelots are using aren't AK-47s, are they?

(2)

SNAKE
No. They kind of look like AKMs, but they're different.

SIGINT
Different how?

SNAKE
They've got steel hand guards and vertical-type foregrips. And the muzzle suppressor is bigger.

SIGINT
A carbine version of the AKM, huh.

SIGINT
Hungary has a unique modified version of the AKM called the AMD-63. I heard something before about them making a prototype carbine version of that.

SIGINT
My guess is they probably imported some of those prototypes.

(3)

SIGINT
If they're using a carbine version of the AMD-63 like I'm thinkin', then they could be a serious threat. Those things handle better than AK-47s, especially at close range.

SIGINT
And don't forget the Ocelots are elites. They're going to be better shots than normal Spetsnaz, and you're that much more likely to get seriously hurt. Keep your eyes open.

8.41

SECTION 4

Meeting EVA

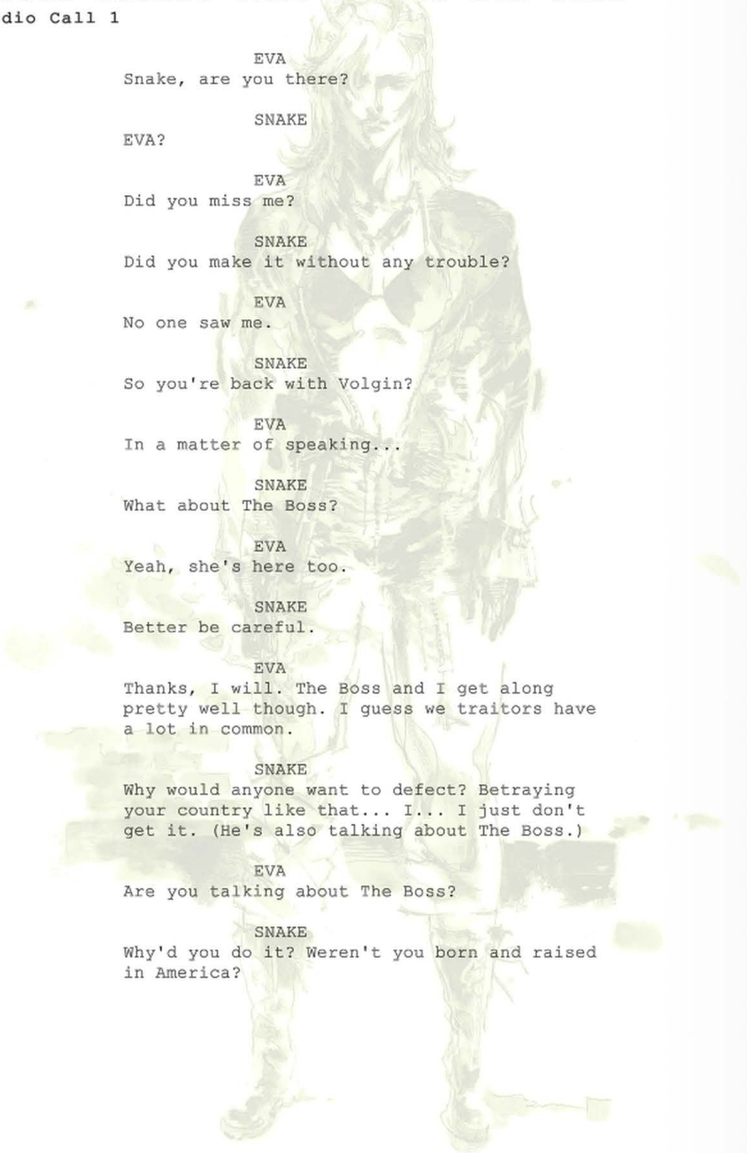
– Rendezvous with EVA at Mountaintop Ruins

ＥＶＡ接触～山頂廃墟ＥＶＡ合流

Having driven off Ocelot and parted ways with EVA, Snake heads north to rescue Sokolov, making his way through the jungle alone. Along the way, he gets a call from EVA.

After Ocelot Unit Battle EVA Call

Radio Call 1



EVA
Snake, are you there?

SNAKE
EVA?

EVA
Did you miss me?

SNAKE
Did you make it without any trouble?

EVA
No one saw me.

SNAKE
So you're back with Volgin?

EVA
In a matter of speaking...

SNAKE
What about The Boss?

EVA
Yeah, she's here too.

SNAKE
Better be careful.

EVA
Thanks, I will. The Boss and I get along pretty well though. I guess we traitors have a lot in common.

SNAKE
Why would anyone want to defect? Betraying your country like that... I... I just don't get it. (He's also talking about The Boss.)

EVA
Are you talking about The Boss?

SNAKE
Why'd you do it? Weren't you born and raised in America?

EVA
Yes. In a small rural town. I never even knew there were other countries, other cultures, other ways of thinking. Until I went to work for the NSA... Then, one day, I'd found I'd lost faith in the things I'd been taking for granted.

SNAKE
What did you see? What was it that made you want to change sides?

EVA
You wouldn't believe me if I told you.

SNAKE
Try me.

EVA
I saw the universe. (She and The Boss are ahead of the times.)

SNAKE
The universe?

EVA
Not the actual universe. The universe as the intelligence community sees it. I realized that the gravity in this universe was holding me back. That's all... People and countries are both changed by their environment. And by the times.

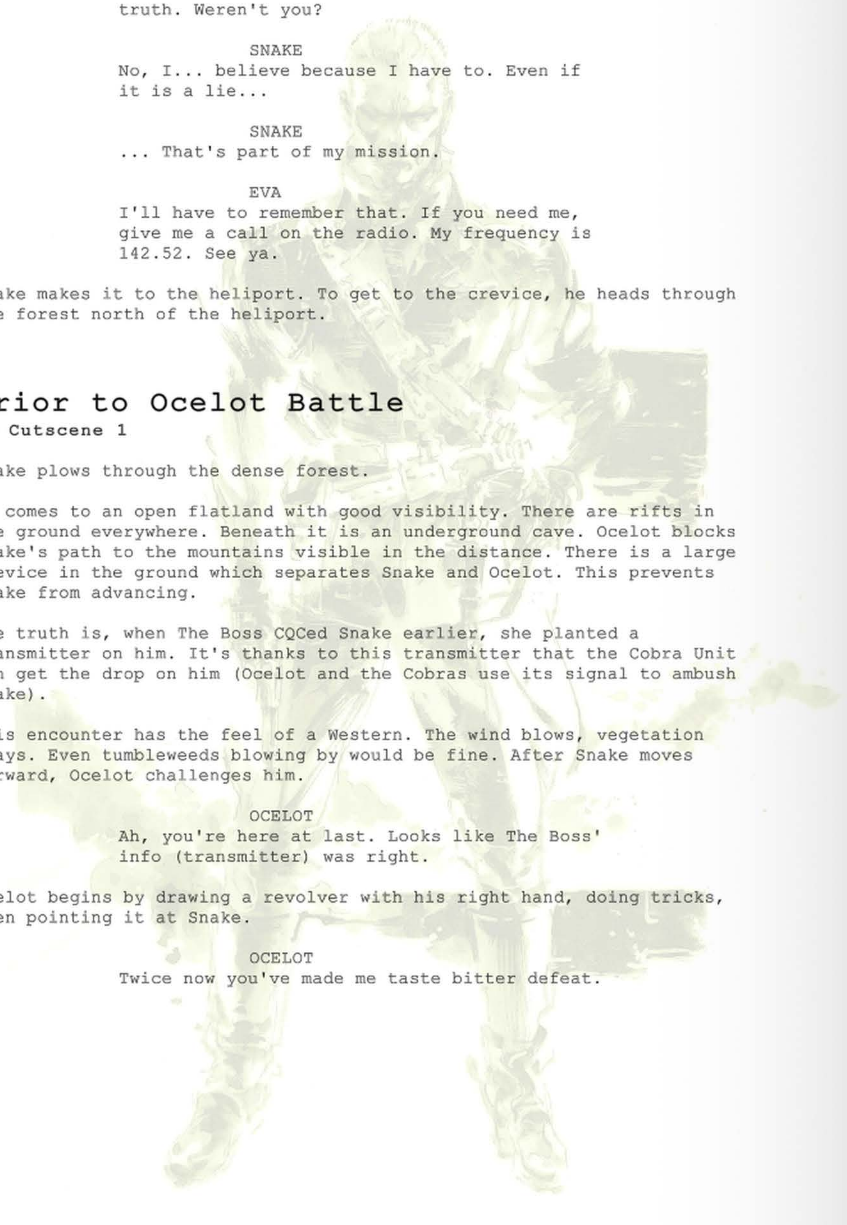
SNAKE
That sounds like what The Boss was saying.

EVA
There's a world of difference between this country and America. But it's only a difference of position. A difference of perspective. Coming here made me realize something. Half of what I'd been told was a complete and utter lie... the other half was a conveniently constructed lie.

SNAKE
Where's the truth, then?

EVA
It's hidden in the lies.

SNAKE
Are you lying, too? (Foreshadowing.)



EVA

Who knows? I've been trained to make even the most severe falsehood sound like the honest truth. Weren't you?

SNAKE

No, I... believe because I have to. Even if it is a lie...

SNAKE

... That's part of my mission.

EVA

I'll have to remember that. If you need me, give me a call on the radio. My frequency is 142.52. See ya.

Snake makes it to the heliport. To get to the crevice, he heads through the forest north of the heliport.

Prior to Ocelot Battle

3D Cutscene 1

Snake plows through the dense forest.

He comes to an open flatland with good visibility. There are rifts in the ground everywhere. Beneath it is an underground cave. Ocelot blocks Snake's path to the mountains visible in the distance. There is a large crevice in the ground which separates Snake and Ocelot. This prevents Snake from advancing.

The truth is, when The Boss CQCed Snake earlier, she planted a transmitter on him. It's thanks to this transmitter that the Cobra Unit can get the drop on him (Ocelot and the Cobras use its signal to ambush Snake).

This encounter has the feel of a Western. The wind blows, vegetation sways. Even tumbleweeds blowing by would be fine. After Snake moves forward, Ocelot challenges him.

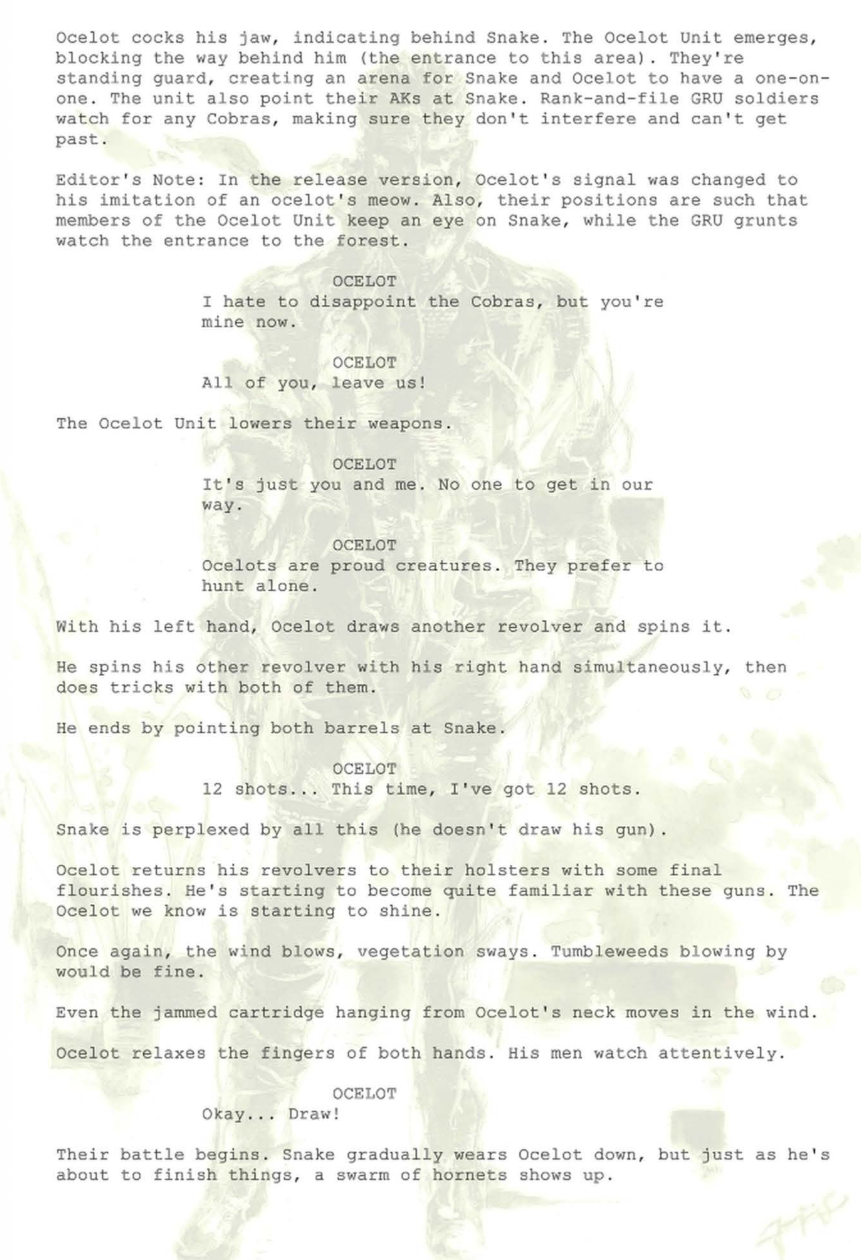
OCELOT

Ah, you're here at last. Looks like The Boss' info (transmitter) was right.

Ocelot begins by drawing a revolver with his right hand, doing tricks, then pointing it at Snake.

OCELOT

Twice now you've made me taste bitter defeat.



Ocelot cocks his jaw, indicating behind Snake. The Ocelot Unit emerges, blocking the way behind him (the entrance to this area). They're standing guard, creating an arena for Snake and Ocelot to have a one-on-one. The unit also point their AKs at Snake. Rank-and-file GRU soldiers watch for any Cobras, making sure they don't interfere and can't get past.

Editor's Note: In the release version, Ocelot's signal was changed to his imitation of an ocelot's meow. Also, their positions are such that members of the Ocelot Unit keep an eye on Snake, while the GRU grunts watch the entrance to the forest.

OCELOT
I hate to disappoint the Cobras, but you're mine now.

OCELOT
All of you, leave us!

The Ocelot Unit lowers their weapons.

OCELOT
It's just you and me. No one to get in our way.

OCELOT
Ocelots are proud creatures. They prefer to hunt alone.

With his left hand, Ocelot draws another revolver and spins it.

He spins his other revolver with his right hand simultaneously, then does tricks with both of them.

He ends by pointing both barrels at Snake.

OCELOT
12 shots... This time, I've got 12 shots.

Snake is perplexed by all this (he doesn't draw his gun).

Ocelot returns his revolvers to their holsters with some final flourishes. He's starting to become quite familiar with these guns. The Ocelot we know is starting to shine.

Once again, the wind blows, vegetation sways. Tumbleweeds blowing by would be fine.

Even the jammed cartridge hanging from Ocelot's neck moves in the wind.

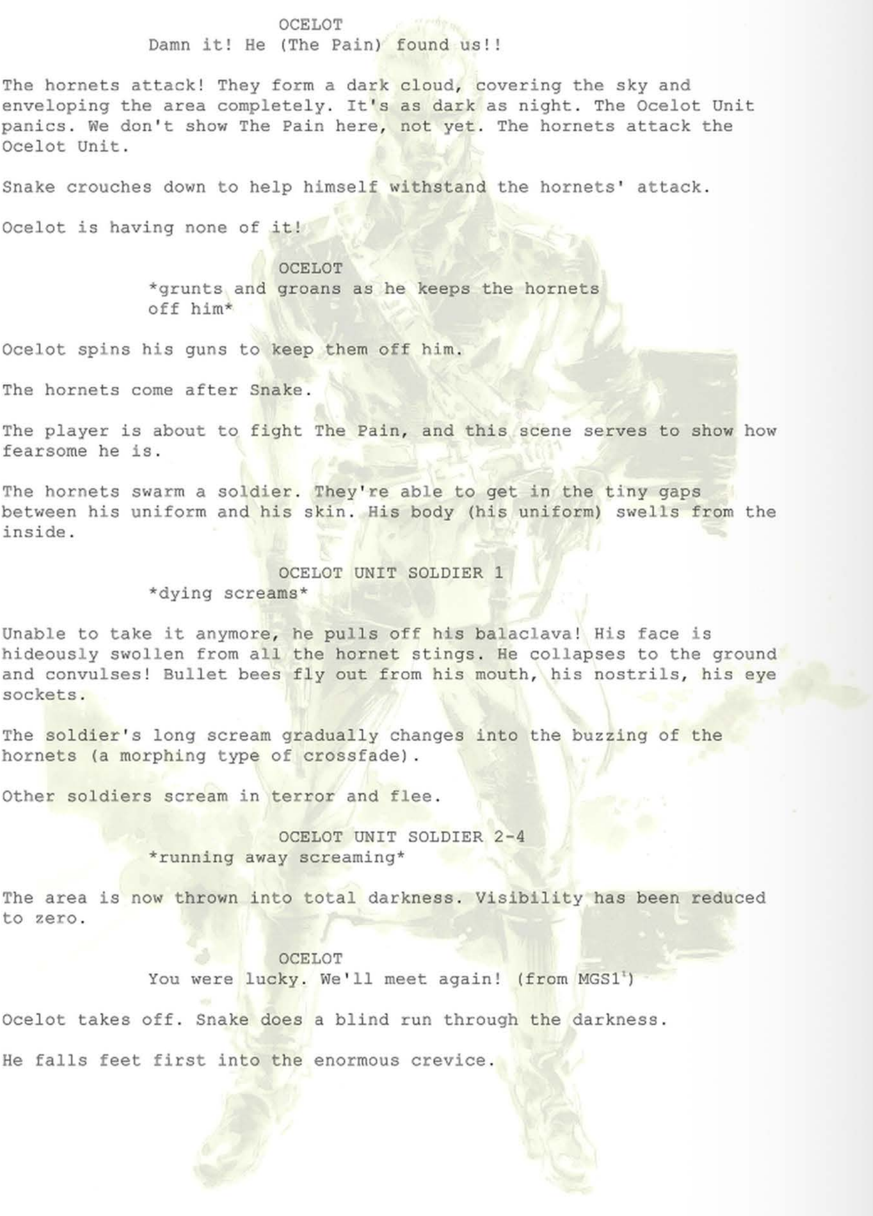
Ocelot relaxes the fingers of both hands. His men watch attentively.

OCELOT
Okay... Draw!

Their battle begins. Snake gradually wears Ocelot down, but just as he's about to finish things, a swarm of hornets shows up.

Hornets Interrupt Battle

3D Cutscene 1



OCELOT
Damn it! He (The Pain) found us!!

The hornets attack! They form a dark cloud, covering the sky and enveloping the area completely. It's as dark as night. The Ocelot Unit panics. We don't show The Pain here, not yet. The hornets attack the Ocelot Unit.

Snake crouches down to help himself withstand the hornets' attack.

Ocelot is having none of it!

OCELOT
grunts and groans as he keeps the hornets off him

Ocelot spins his guns to keep them off him.

The hornets come after Snake.

The player is about to fight The Pain, and this scene serves to show how fearsome he is.

The hornets swarm a soldier. They're able to get in the tiny gaps between his uniform and his skin. His body (his uniform) swells from the inside.

OCELOT UNIT SOLDIER 1
dying screams

Unable to take it anymore, he pulls off his balaclava! His face is hideously swollen from all the hornet stings. He collapses to the ground and convulses! Bullet bees fly out from his mouth, his nostrils, his eye sockets.

The soldier's long scream gradually changes into the buzzing of the hornets (a morphing type of crossfade).

Other soldiers scream in terror and flee.

OCELOT UNIT SOLDIER 2-4
running away screaming

The area is now thrown into total darkness. Visibility has been reduced to zero.

OCELOT
You were lucky. We'll meet again! (from MGS1[1])

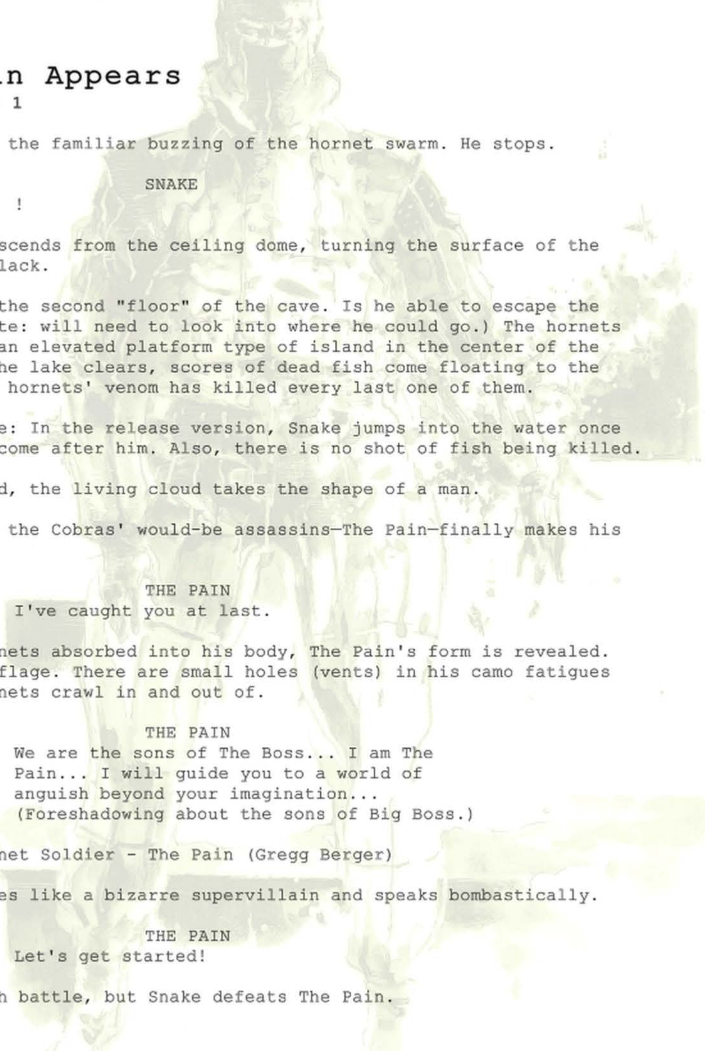
Ocelot takes off. Snake does a blind run through the darkness.

He falls feet first into the enormous crevice.

SNAKE

yells

Attacked by the hornets during his duel with Ocelot, Snake drops into a cave. He navigates it, soon coming to a subterranean lake. The blue sky peeks in through an opening in the ceiling.



The Pain Appears

3D Cutscene 1

Snakes hears the familiar buzzing of the hornet swarm. He stops.

SNAKE

!

The swarm descends from the ceiling dome, turning the surface of the lake pitch black.

Snake is on the second "floor" of the cave. Is he able to escape the hornets? (Note: will need to look into where he could go.) The hornets converge on an elevated platform type of island in the center of the lake. When the lake clears, scores of dead fish come floating to the surface. The hornets' venom has killed every last one of them.

Editor's Note: In the release version, Snake jumps into the water once the hornets come after him. Also, there is no shot of fish being killed.

On the island, the living cloud takes the shape of a man.

The first of the Cobras' would-be assassins—The Pain—finally makes his entrance.

THE PAIN

I've caught you at last.

With the hornets absorbed into his body, The Pain's form is revealed. Hornet camouflage. There are small holes (vents) in his camo fatigues that his hornets crawl in and out of.

THE PAIN

We are the sons of The Boss... I am The Pain... I will guide you to a world of anguish beyond your imagination... (Foreshadowing about the sons of Big Boss.)

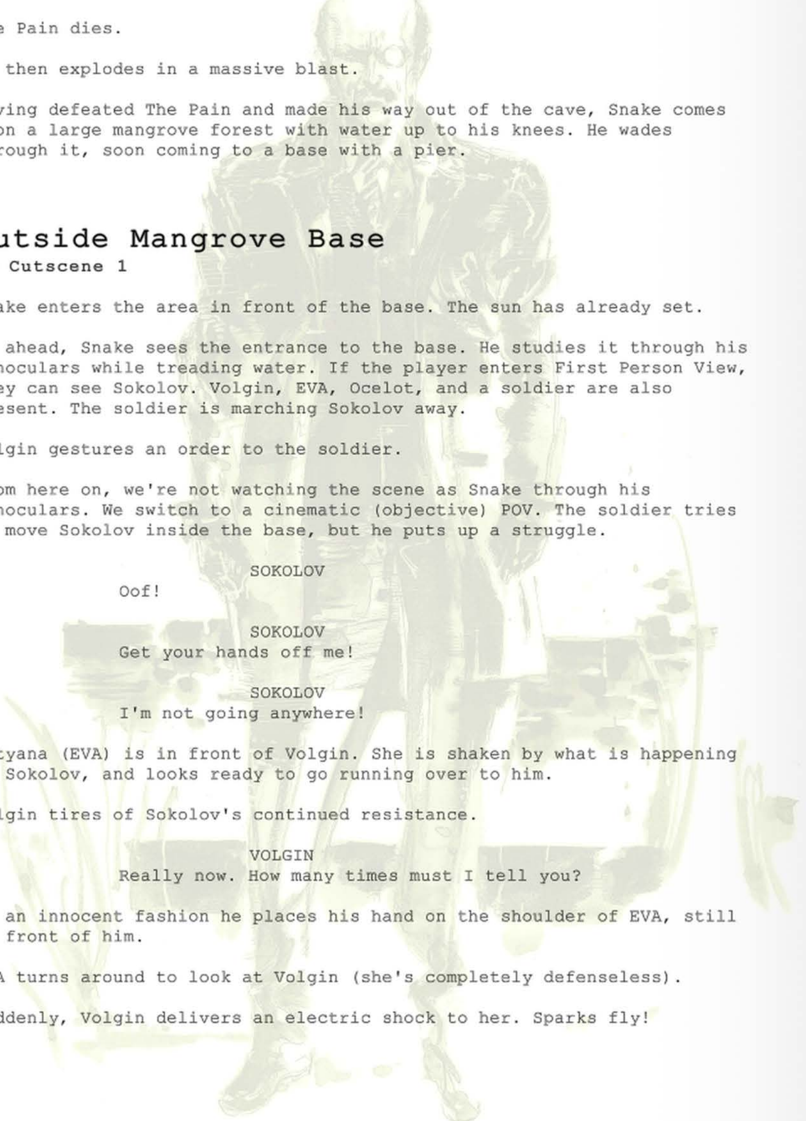
Caption: Hornet Soldier - The Pain (Gregg Berger)

The Pain moves like a bizarre supervillain and speaks bombastically.

THE PAIN

Let's get started!

It is a tough battle, but Snake defeats The Pain.



The Pain Dies

3D Cutscene 1

THE PAIN
The pain... the pain... the pain!

The Pain dies.

He then explodes in a massive blast.

Having defeated The Pain and made his way out of the cave, Snake comes upon a large mangrove forest with water up to his knees. He wades through it, soon coming to a base with a pier.

Outside Mangrove Base

3D Cutscene 1

Snake enters the area in front of the base. The sun has already set.

Up ahead, Snake sees the entrance to the base. He studies it through his binoculars while treading water. If the player enters First Person View, they can see Sokolov. Volgin, EVA, Ocelot, and a soldier are also present. The soldier is marching Sokolov away.

Volgin gestures an order to the soldier.

From here on, we're not watching the scene as Snake through his binoculars. We switch to a cinematic (objective) POV. The soldier tries to move Sokolov inside the base, but he puts up a struggle.

SOKOLOV
Oof!

SOKOLOV
Get your hands off me!

SOKOLOV
I'm not going anywhere!

Tatyana (EVA) is in front of Volgin. She is shaken by what is happening to Sokolov, and looks ready to go running over to him.

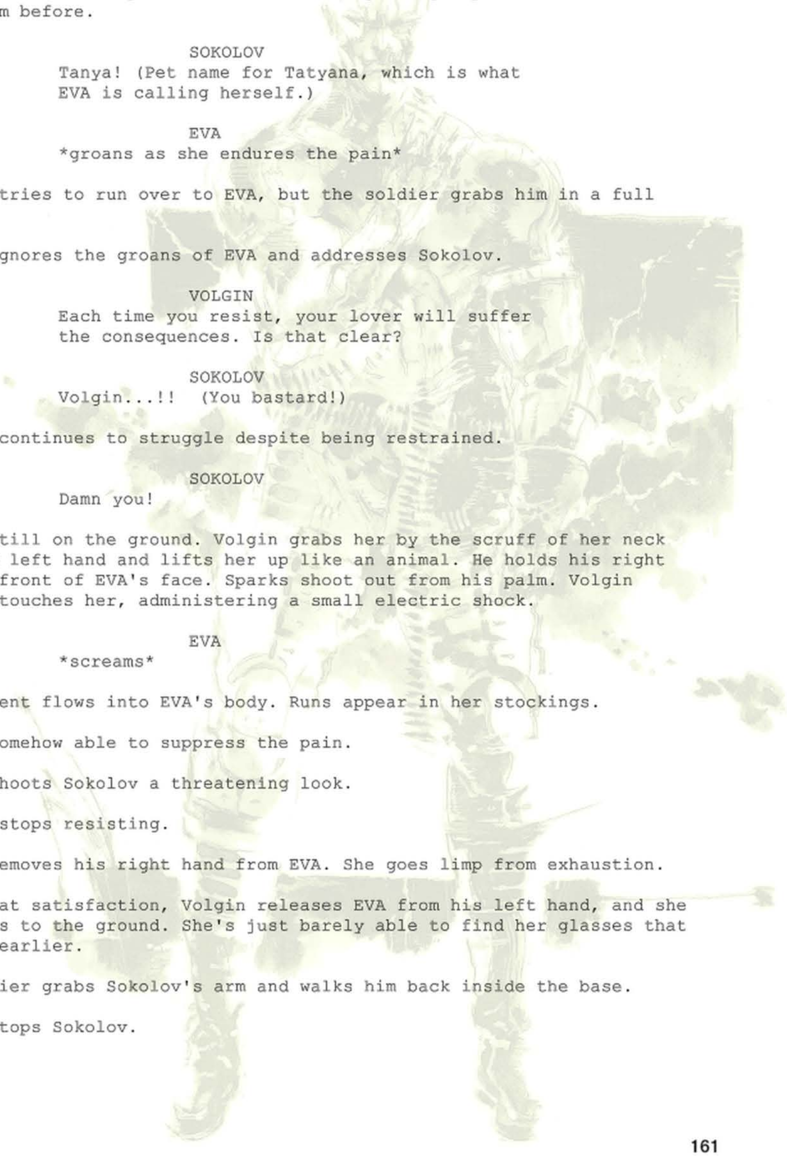
Volgin tires of Sokolov's continued resistance.

VOLGIN
Really now. How many times must I tell you?

In an innocent fashion he places his hand on the shoulder of EVA, still in front of him.

EVA turns around to look at Volgin (she's completely defenseless).

Suddenly, Volgin delivers an electric shock to her. Sparks fly!



EVA
screams

EVA collapses to the ground like she's just been shot. Her glasses fall off her face and drop to the concrete. We get a glimpse of the EVA we know from before.

SOKOLOV
Tanya! (Pet name for Tatyana, which is what EVA is calling herself.)

EVA
groans as she endures the pain

Sokolov tries to run over to EVA, but the soldier grabs him in a full nelson.

Volgin ignores the groans of EVA and addresses Sokolov.

VOLGIN
Each time you resist, your lover will suffer the consequences. Is that clear?

SOKOLOV
Volgin...!! (You bastard!)

Sokolov continues to struggle despite being restrained.

SOKOLOV
Damn you!

EVA is still on the ground. Volgin grabs her by the scruff of her neck with his left hand and lifts her up like an animal. He holds his right hand in front of EVA's face. Sparks shoot out from his palm. Volgin lightly touches her, administering a small electric shock.

EVA
screams

The current flows into EVA's body. Runs appear in her stockings.

EVA is somehow able to suppress the pain.

Volgin shoots Sokolov a threatening look.

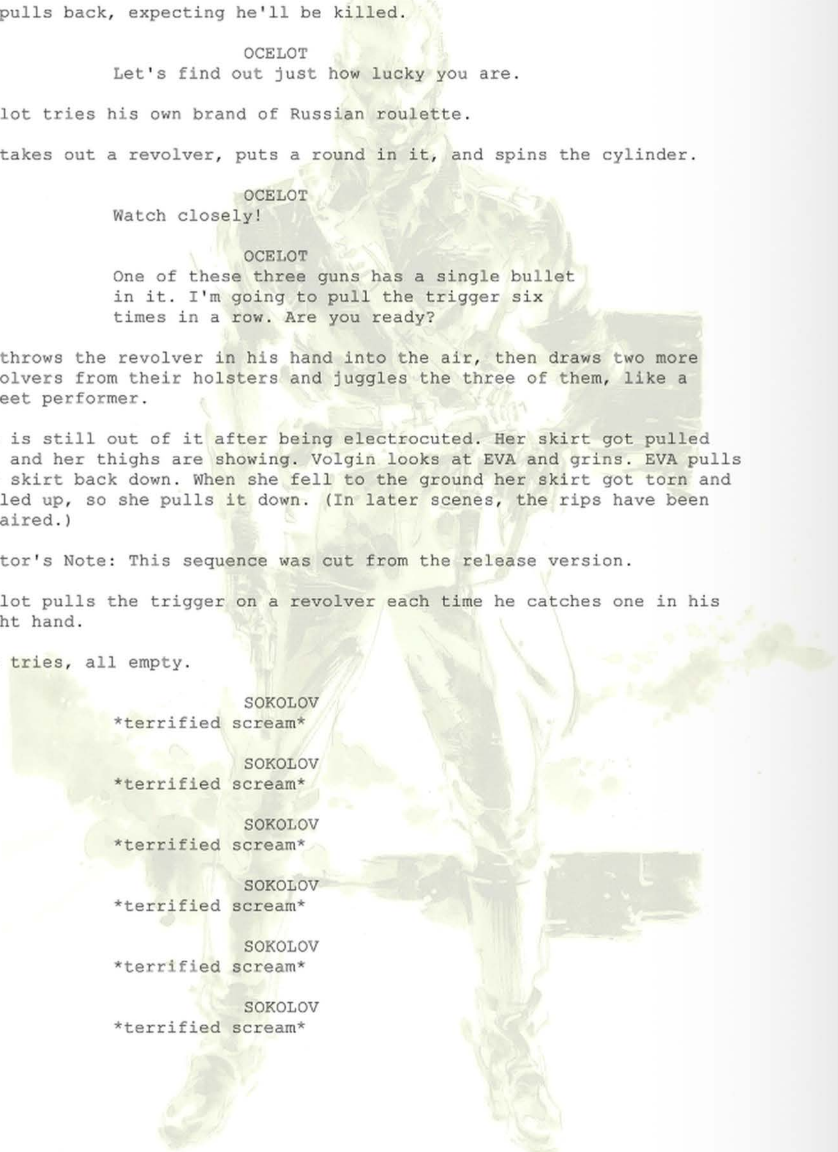
Sokolov stops resisting.

Volgin removes his right hand from EVA. She goes limp from exhaustion.

With great satisfaction, Volgin releases EVA from his left hand, and she collapses to the ground. She's just barely able to find her glasses that dropped earlier.

The soldier grabs Sokolov's arm and walks him back inside the base.

Ocelot stops Sokolov.



OCELOT
Hold it right there, traitor.

Sokolov turns around and looks at Ocelot.

He pulls back, expecting he'll be killed.

OCELOT
Let's find out just how lucky you are.

Ocelot tries his own brand of Russian roulette.

He takes out a revolver, puts a round in it, and spins the cylinder.

OCELOT
Watch closely!

OCELOT
One of these three guns has a single bullet in it. I'm going to pull the trigger six times in a row. Are you ready?

He throws the revolver in his hand into the air, then draws two more revolvers from their holsters and juggles the three of them, like a street performer.

EVA is still out of it after being electrocuted. Her skirt got pulled up, and her thighs are showing. Volgin looks at EVA and grins. EVA pulls her skirt back down. When she fell to the ground her skirt got torn and pulled up, so she pulls it down. (In later scenes, the rips have been repaired.)

Editor's Note: This sequence was cut from the release version.

Ocelot pulls the trigger on a revolver each time he catches one in his right hand.

Six tries, all empty.

SOKOLOV
terrified scream

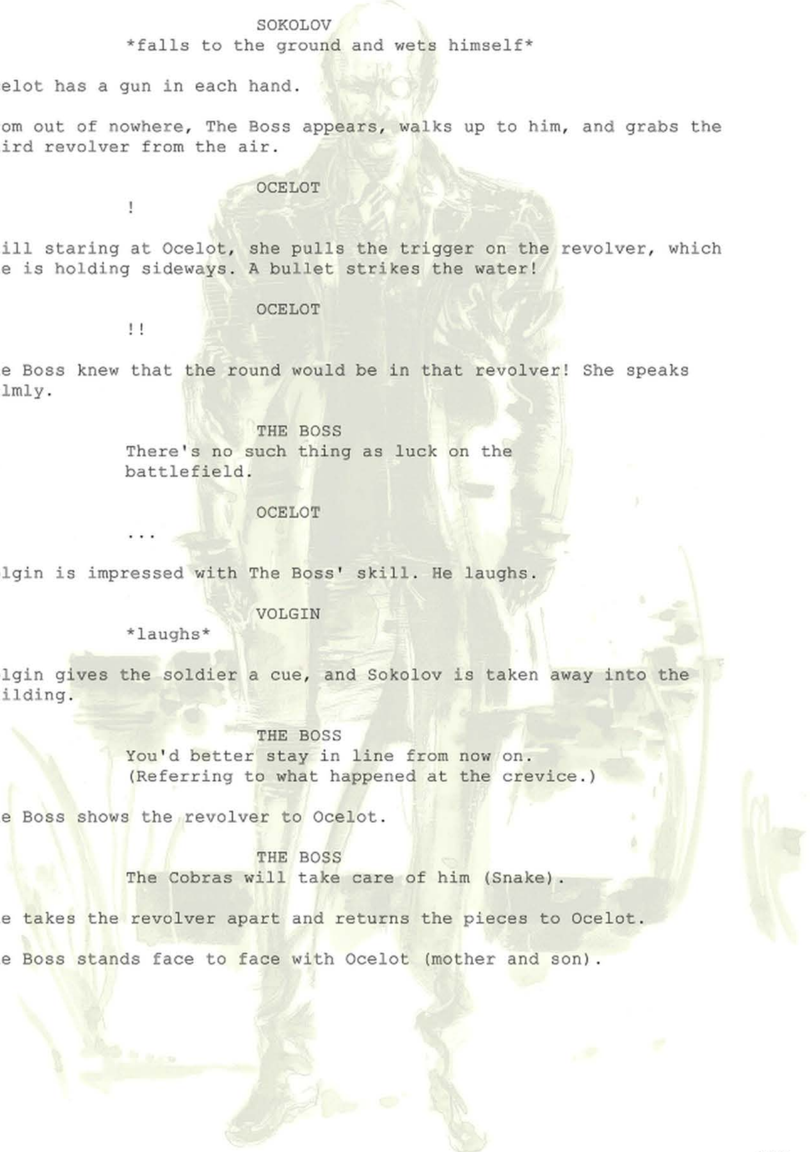
SOKOLOV
terrified scream

SOKOLOV
terrified scream

SOKOLOV
terrified scream

SOKOLOV
terrified scream

SOKOLOV
terrified scream



Terrified, Sokolov drops to the ground and wets himself.

OCELOT

Looks like your luck hasn't run out yet...

SOKOLOV

falls to the ground and wets himself

Ocelot has a gun in each hand.

From out of nowhere, The Boss appears, walks up to him, and grabs the third revolver from the air.

OCELOT

!

Still staring at Ocelot, she pulls the trigger on the revolver, which she is holding sideways. A bullet strikes the water!

OCELOT

!!

The Boss knew that the round would be in that revolver! She speaks calmly.

THE BOSS

There's no such thing as luck on the battlefield.

OCELOT

...

Volgin is impressed with The Boss' skill. He laughs.

VOLGIN

laughs

Volgin gives the soldier a cue, and Sokolov is taken away into the building.

THE BOSS

You'd better stay in line from now on.
(Referring to what happened at the crevice.)

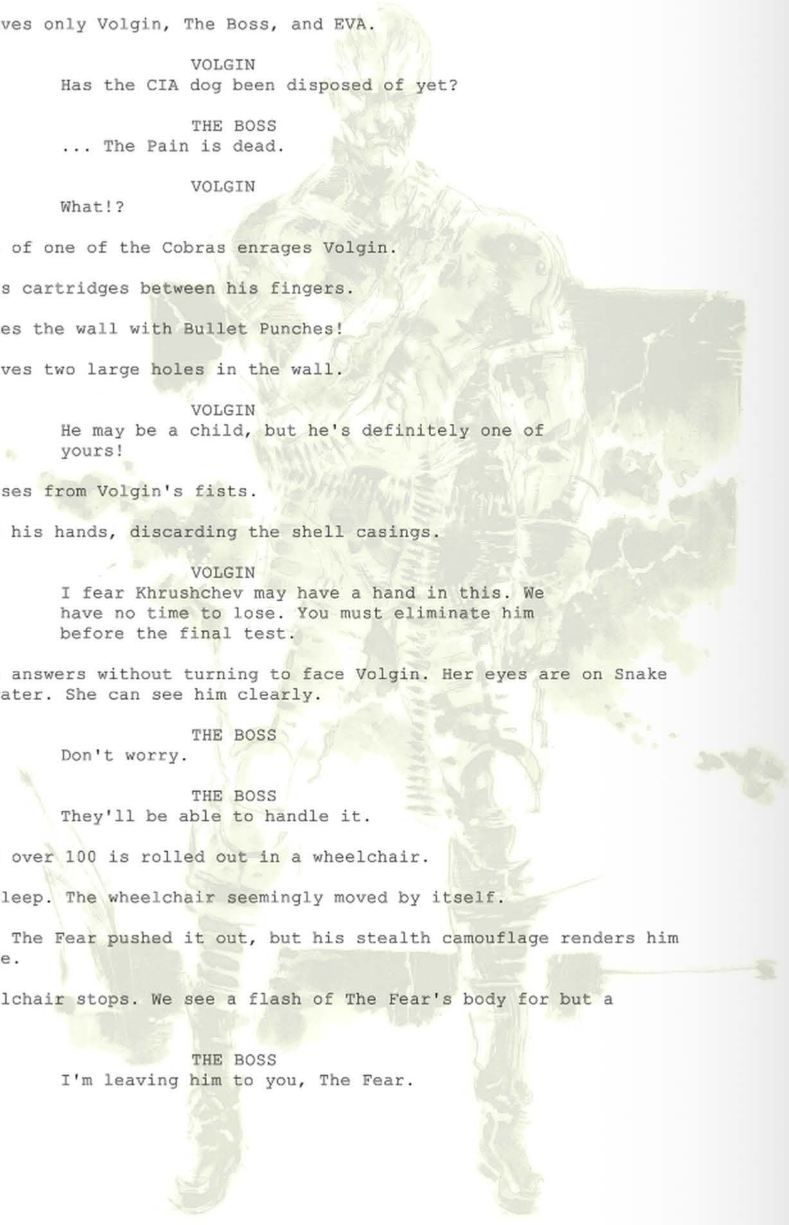
The Boss shows the revolver to Ocelot.

THE BOSS

The Cobras will take care of him (Snake).

She takes the revolver apart and returns the pieces to Ocelot.

The Boss stands face to face with Ocelot (mother and son).



Ocelot walks off in anger (he heads inside the base).

This leaves only Volgin, The Boss, and EVA.

VOLGIN
Has the CIA dog been disposed of yet?

THE BOSS
... The Pain is dead.

VOLGIN
What!?

The loss of one of the Cobras enrages Volgin.

He places cartridges between his fingers.

He strikes the wall with Bullet Punches!

This leaves two large holes in the wall.

VOLGIN
He may be a child, but he's definitely one of yours!

Smoke rises from Volgin's fists.

He opens his hands, discarding the shell casings.

VOLGIN
I fear Khrushchev may have a hand in this. We have no time to lose. You must eliminate him before the final test.

The Boss answers without turning to face Volgin. Her eyes are on Snake in the water. She can see him clearly.

THE BOSS
Don't worry.

THE BOSS
They'll be able to handle it.

A man of over 100 is rolled out in a wheelchair.

He is asleep. The wheelchair seemingly moved by itself.

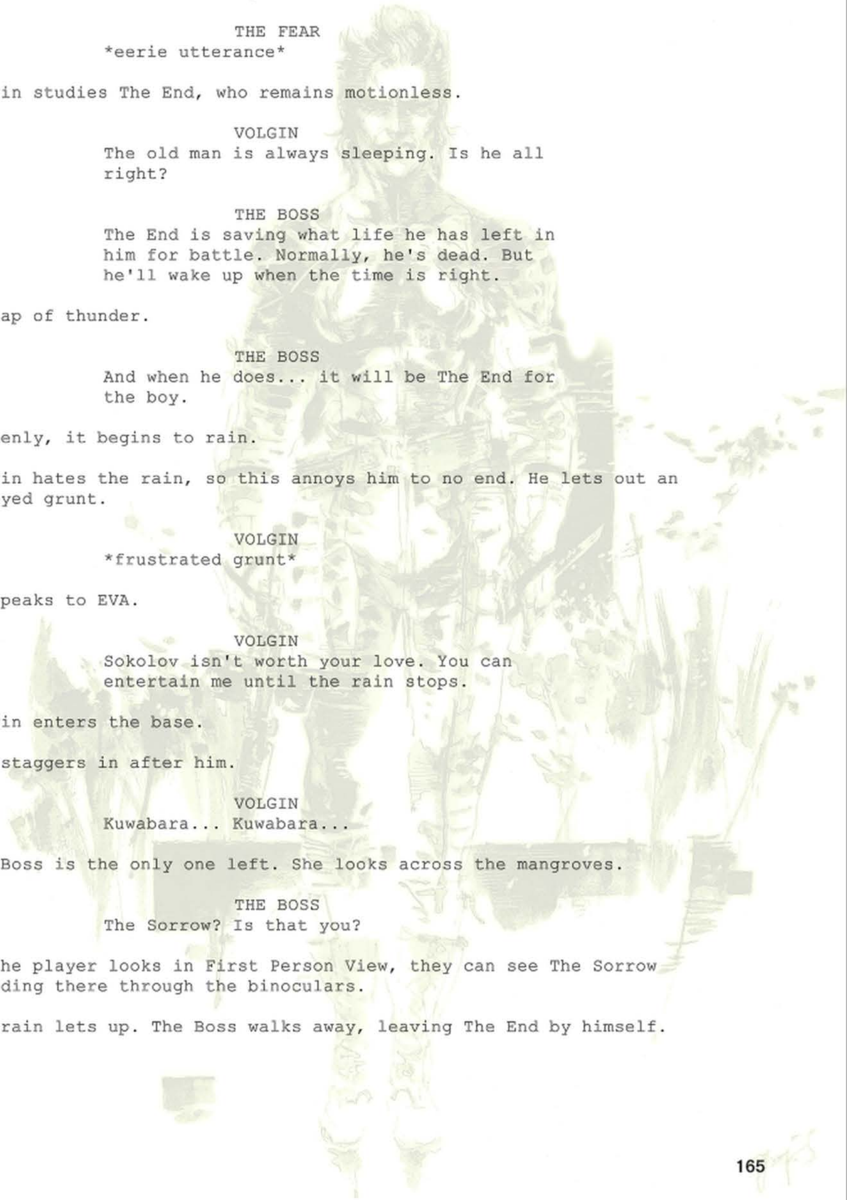
In fact, The Fear pushed it out, but his stealth camouflage renders him invisible.

The wheelchair stops. We see a flash of The Fear's body for but a moment.

THE BOSS
I'm leaving him to you, The Fear.

The Fear deactivates his stealth camouflage and runs through the mangrove forest.

His eerie voice echoes among the trees.



THE FEAR
eerie utterance

Volgin studies The End, who remains motionless.

VOLGIN
The old man is always sleeping. Is he all right?

THE BOSS
The End is saving what life he has left in him for battle. Normally, he's dead. But he'll wake up when the time is right.

A clap of thunder.

THE BOSS
And when he does... it will be The End for the boy.

Suddenly, it begins to rain.

Volgin hates the rain, so this annoys him to no end. He lets out an annoyed grunt.

VOLGIN
frustrated grunt

He speaks to EVA.

VOLGIN
Sokolov isn't worth your love. You can entertain me until the rain stops.

Volgin enters the base.

EVA staggers in after him.

VOLGIN
Kuwabara... Kuwabara...

The Boss is the only one left. She looks across the mangroves.

THE BOSS
The Sorrow? Is that you?

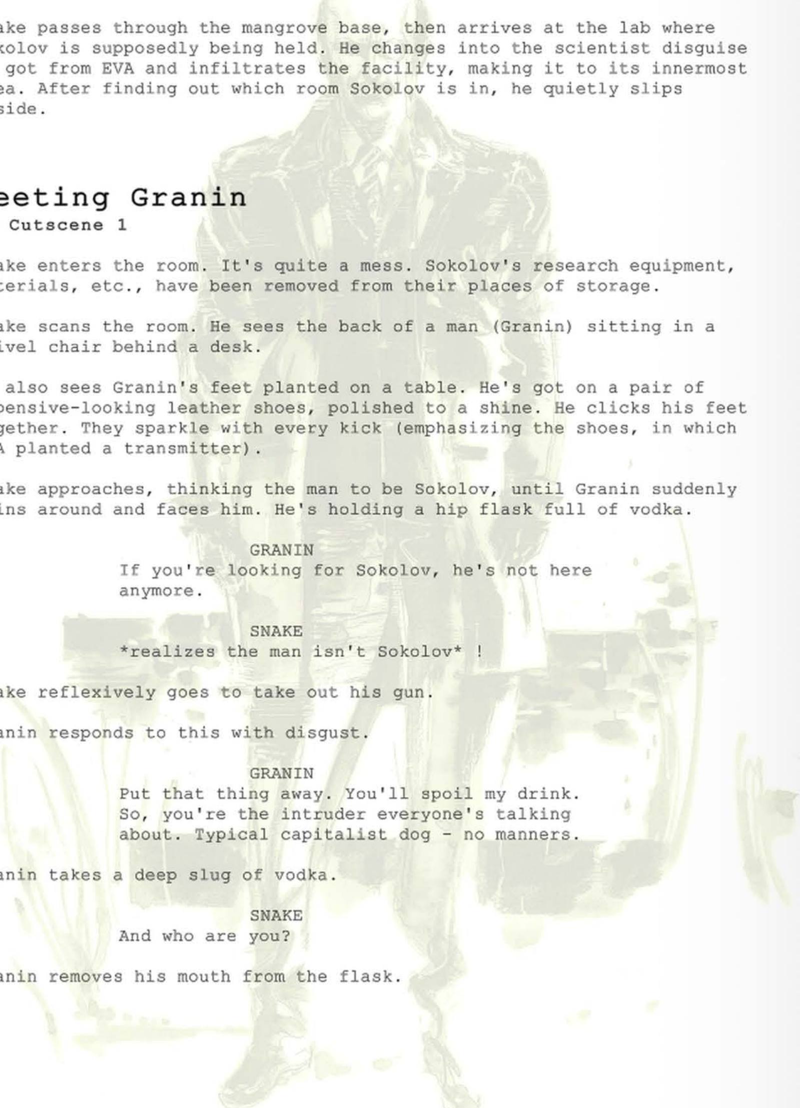
If the player looks in First Person View, they can see The Sorrow standing there through the binoculars.

The rain lets up. The Boss walks away, leaving The End by himself.

The End is the only one there for a brief while. The old man is still asleep.

Editor's Note: The player can actually use their sniper rifle to eliminate The End here. If they do so, they will no longer face him in Sokrovenno. Members of the Ocelot Unit will patrol the area instead.

Snake passes through the mangrove base, then arrives at the lab where Sokolov is supposedly being held. He changes into the scientist disguise he got from EVA and infiltrates the facility, making it to its innermost area. After finding out which room Sokolov is in, he quietly slips inside.



Meeting Granin

3D Cutscene 1

Snake enters the room. It's quite a mess. Sokolov's research equipment, materials, etc., have been removed from their places of storage.

Snake scans the room. He sees the back of a man (Granin) sitting in a swivel chair behind a desk.

He also sees Granin's feet planted on a table. He's got on a pair of expensive-looking leather shoes, polished to a shine. He clicks his feet together. They sparkle with every kick (emphasizing the shoes, in which EVA planted a transmitter).

Snake approaches, thinking the man to be Sokolov, until Granin suddenly spins around and faces him. He's holding a hip flask full of vodka.

GRANIN
If you're looking for Sokolov, he's not here anymore.

SNAKE
realizes the man isn't Sokolov !

Snake reflexively goes to take out his gun.

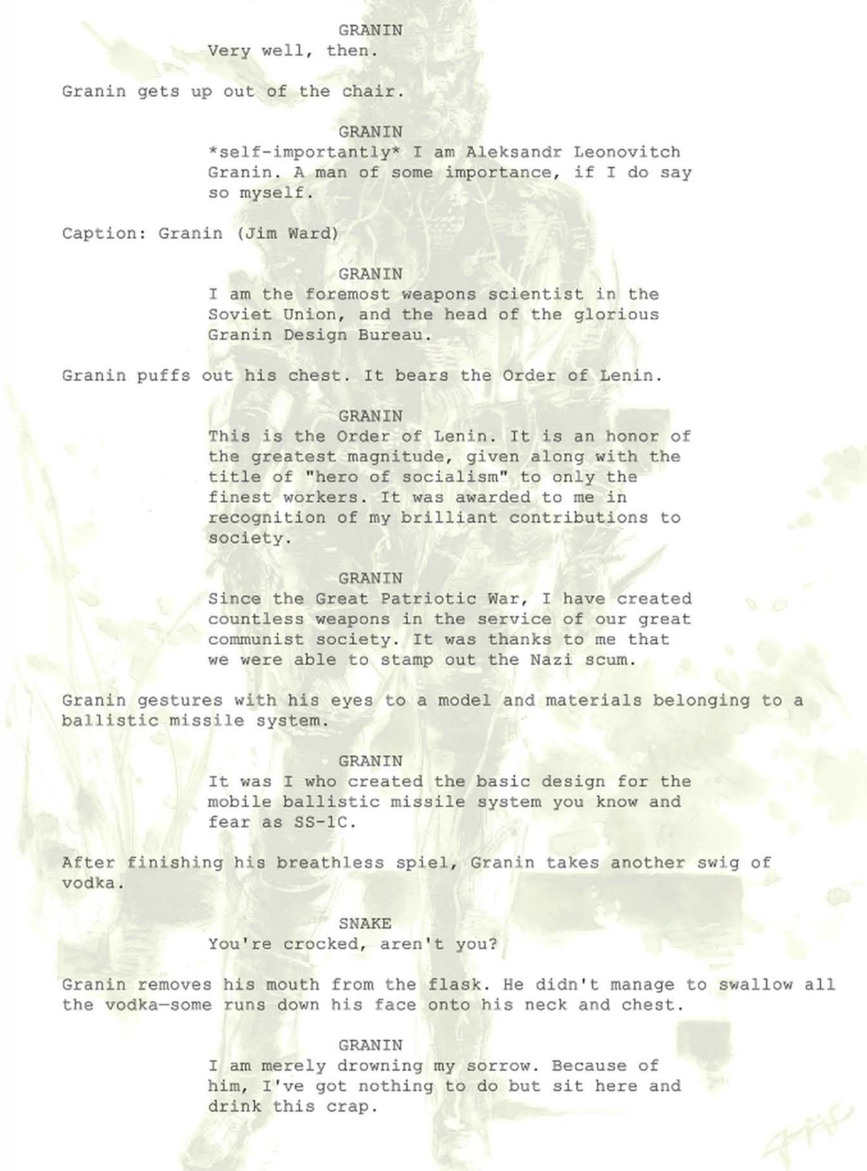
Granin responds to this with disgust.

GRANIN
Put that thing away. You'll spoil my drink. So, you're the intruder everyone's talking about. Typical capitalist dog - no manners.

Granin takes a deep slug of vodka.

SNAKE
And who are you?

Granin removes his mouth from the flask.



GRANIN

peevish You mean you've never heard of me? And you call yourself an agent.

GRANIN

Very well, then.

Granin gets up out of the chair.

GRANIN

self-importantly I am Aleksandr Leonovitch Granin. A man of some importance, if I do say so myself.

Caption: Granin (Jim Ward)

GRANIN

I am the foremost weapons scientist in the Soviet Union, and the head of the glorious Granin Design Bureau.

Granin puffs out his chest. It bears the Order of Lenin.

GRANIN

This is the Order of Lenin. It is an honor of the greatest magnitude, given along with the title of "hero of socialism" to only the finest workers. It was awarded to me in recognition of my brilliant contributions to society.

GRANIN

Since the Great Patriotic War, I have created countless weapons in the service of our great communist society. It was thanks to me that we were able to stamp out the Nazi scum.

Granin gestures with his eyes to a model and materials belonging to a ballistic missile system.

GRANIN

It was I who created the basic design for the mobile ballistic missile system you know and fear as SS-1C.

After finishing his breathless spiel, Granin takes another swig of vodka.

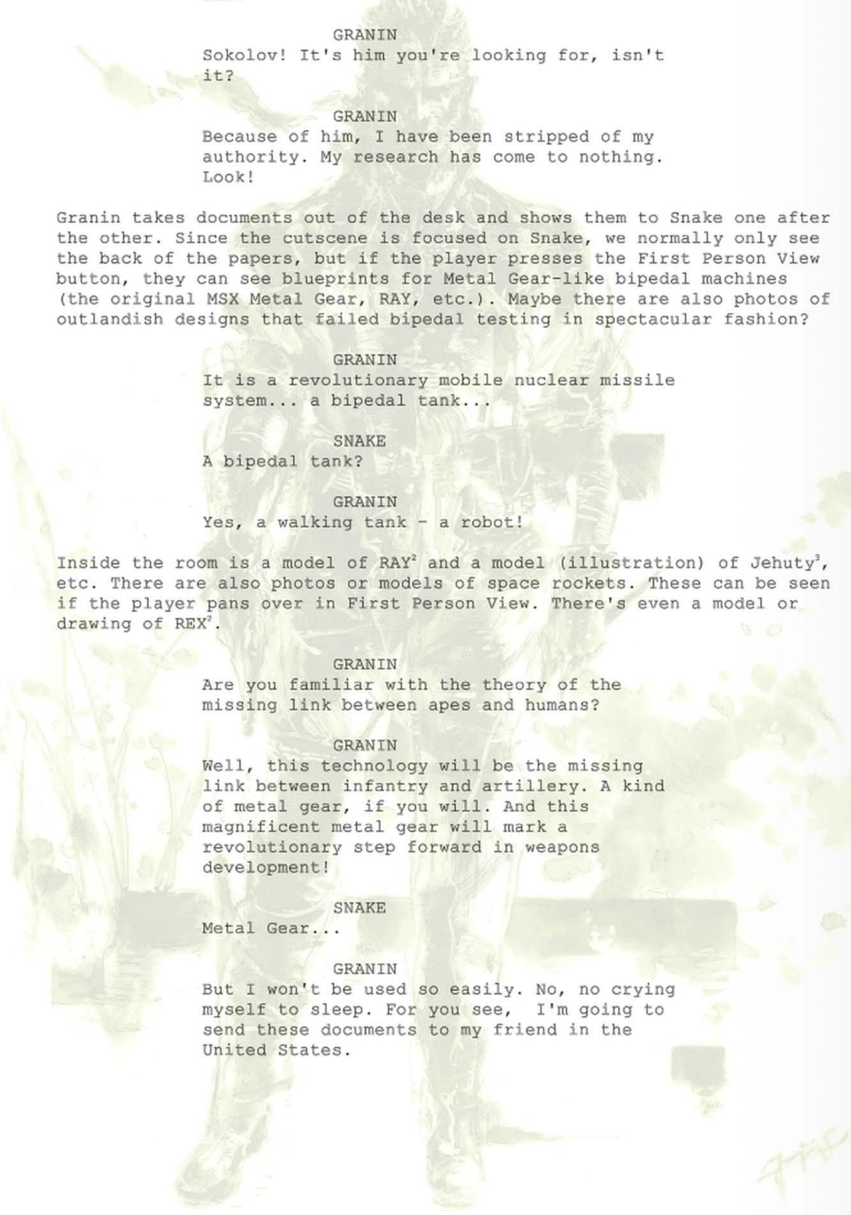
SNAKE

You're crocked, aren't you?

Granin removes his mouth from the flask. He didn't manage to swallow all the vodka—some runs down his face onto his neck and chest.

GRANIN

I am merely drowning my sorrow. Because of him, I've got nothing to do but sit here and drink this crap.



SNAKE

Him?

GRANIN

Sokolov! It's him you're looking for, isn't it?

GRANIN

Because of him, I have been stripped of my authority. My research has come to nothing. Look!

Granin takes documents out of the desk and shows them to Snake one after the other. Since the cutscene is focused on Snake, we normally only see the back of the papers, but if the player presses the First Person View button, they can see blueprints for Metal Gear-like bipedal machines (the original MSX Metal Gear, RAY, etc.). Maybe there are also photos of outlandish designs that failed bipedal testing in spectacular fashion?

GRANIN

It is a revolutionary mobile nuclear missile system... a bipedal tank...

SNAKE

A bipedal tank?

GRANIN

Yes, a walking tank - a robot!

Inside the room is a model of RAY[2] and a model (illustration) of Jehuty[3], etc. There are also photos or models of space rockets. These can be seen if the player pans over in First Person View. There's even a model or drawing of REX[2].

GRANIN

Are you familiar with the theory of the missing link between apes and humans?

GRANIN

Well, this technology will be the missing link between infantry and artillery. A kind of metal gear, if you will. And this magnificent metal gear will mark a revolutionary step forward in weapons development!

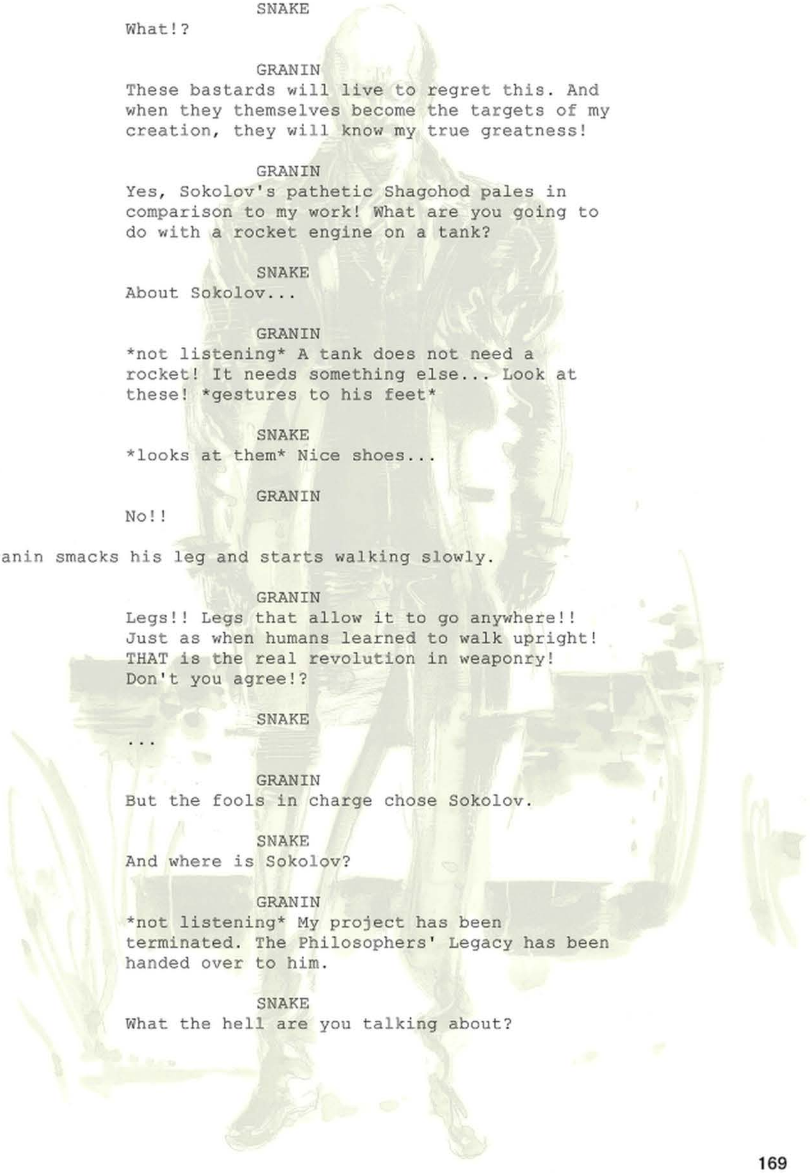
SNAKE

Metal Gear...

GRANIN

But I won't be used so easily. No, no crying myself to sleep. For you see, I'm going to send these documents to my friend in the United States.

Granin shows Snake a photo (newspaper article) of an American friend. The article is about a "Dr. Emmerich." The player can see it if they go into First Person View.



SNAKE
What!?

GRANIN
These bastards will live to regret this. And when they themselves become the targets of my creation, they will know my true greatness!

GRANIN
Yes, Sokolov's pathetic Shagohod pales in comparison to my work! What are you going to do with a rocket engine on a tank?

SNAKE
About Sokolov...

GRANIN
not listening A tank does not need a rocket! It needs something else... Look at these! *gestures to his feet*

SNAKE
looks at them Nice shoes...

GRANIN
No!!

Granin smacks his leg and starts walking slowly.

GRANIN
Legs!! Legs that allow it to go anywhere!! Just as when humans learned to walk upright! THAT is the real revolution in weaponry! Don't you agree!?

SNAKE
...

GRANIN
But the fools in charge chose Sokolov.

SNAKE
And where is Sokolov?

GRANIN
not listening My project has been terminated. The Philosophers' Legacy has been handed over to him.

SNAKE
What the hell are you talking about?

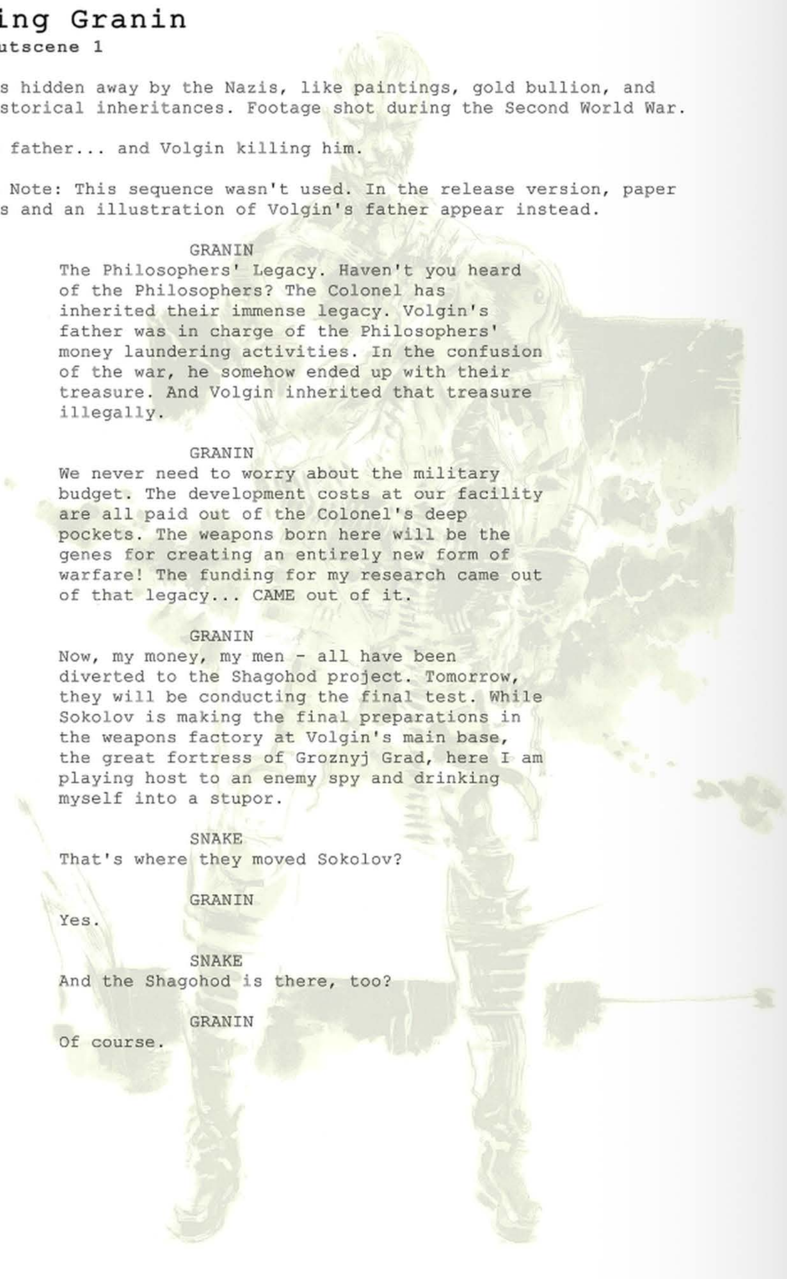
Meeting Granin

Movie Cutscene 1

Treasures hidden away by the Nazis, like paintings, gold bullion, and other historical inheritances. Footage shot during the Second World War.

Volgin's father... and Volgin killing him.

Editor's Note: This sequence wasn't used. In the release version, paper materials and an illustration of Volgin's father appear instead.



GRANIN
The Philosophers' Legacy. Haven't you heard of the Philosophers? The Colonel has inherited their immense legacy. Volgin's father was in charge of the Philosophers' money laundering activities. In the confusion of the war, he somehow ended up with their treasure. And Volgin inherited that treasure illegally.

GRANIN
We never need to worry about the military budget. The development costs at our facility are all paid out of the Colonel's deep pockets. The weapons born here will be the genes for creating an entirely new form of warfare! The funding for my research came out of that legacy... CAME out of it.

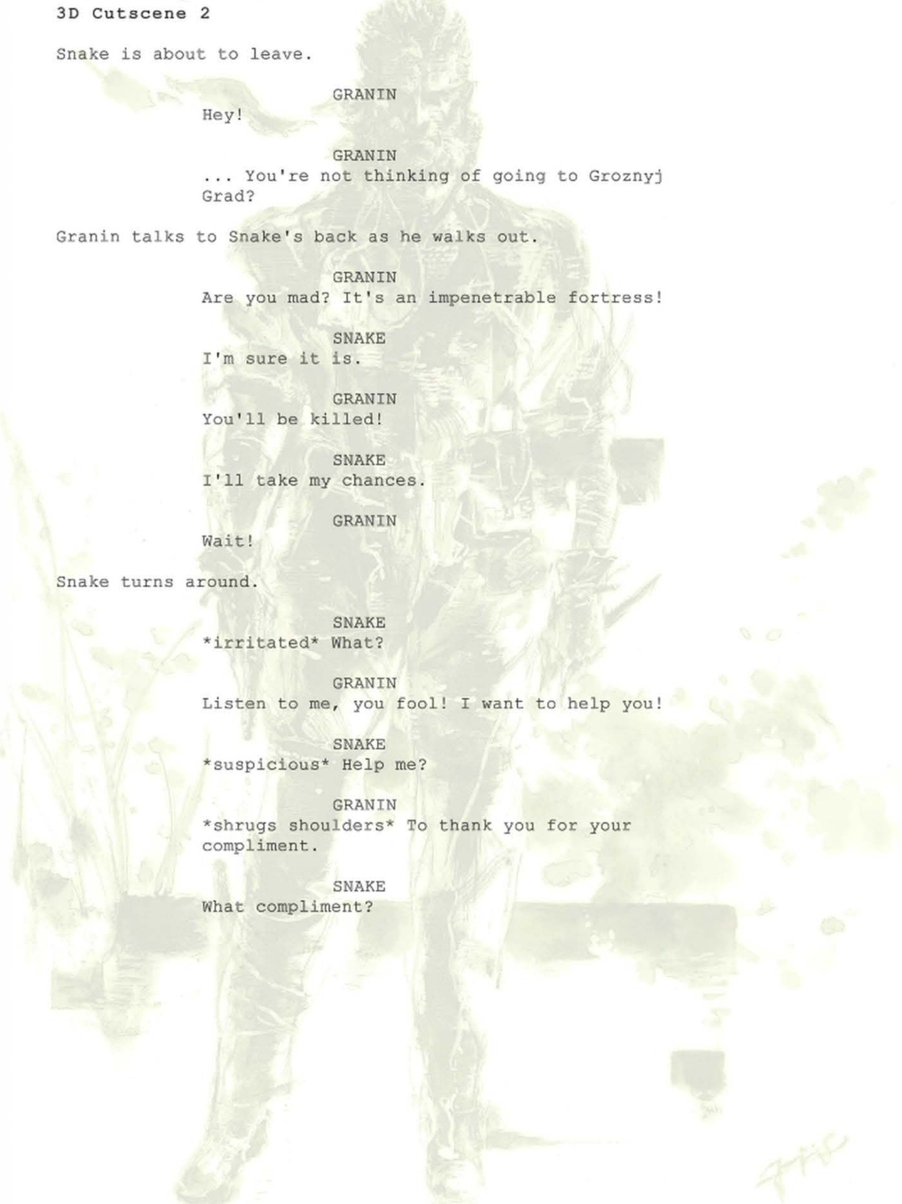
GRANIN
Now, my money, my men - all have been diverted to the Shagohod project. Tomorrow, they will be conducting the final test. While Sokolov is making the final preparations in the weapons factory at Volgin's main base, the great fortress of Groznyj Grad, here I am playing host to an enemy spy and drinking myself into a stupor.

SNAKE
That's where they moved Sokolov?

GRANIN
Yes.

SNAKE
And the Shagohod is there, too?

GRANIN
Of course.



Meeting Granin

3D Cutscene 2

Snake is about to leave.

GRANIN

Hey!

GRANIN

... You're not thinking of going to Groznyj Grad?

Granin talks to Snake's back as he walks out.

GRANIN

Are you mad? It's an impenetrable fortress!

SNAKE

I'm sure it is.

GRANIN

You'll be killed!

SNAKE

I'll take my chances.

GRANIN

Wait!

Snake turns around.

SNAKE

irritated What?

GRANIN

Listen to me, you fool! I want to help you!

SNAKE

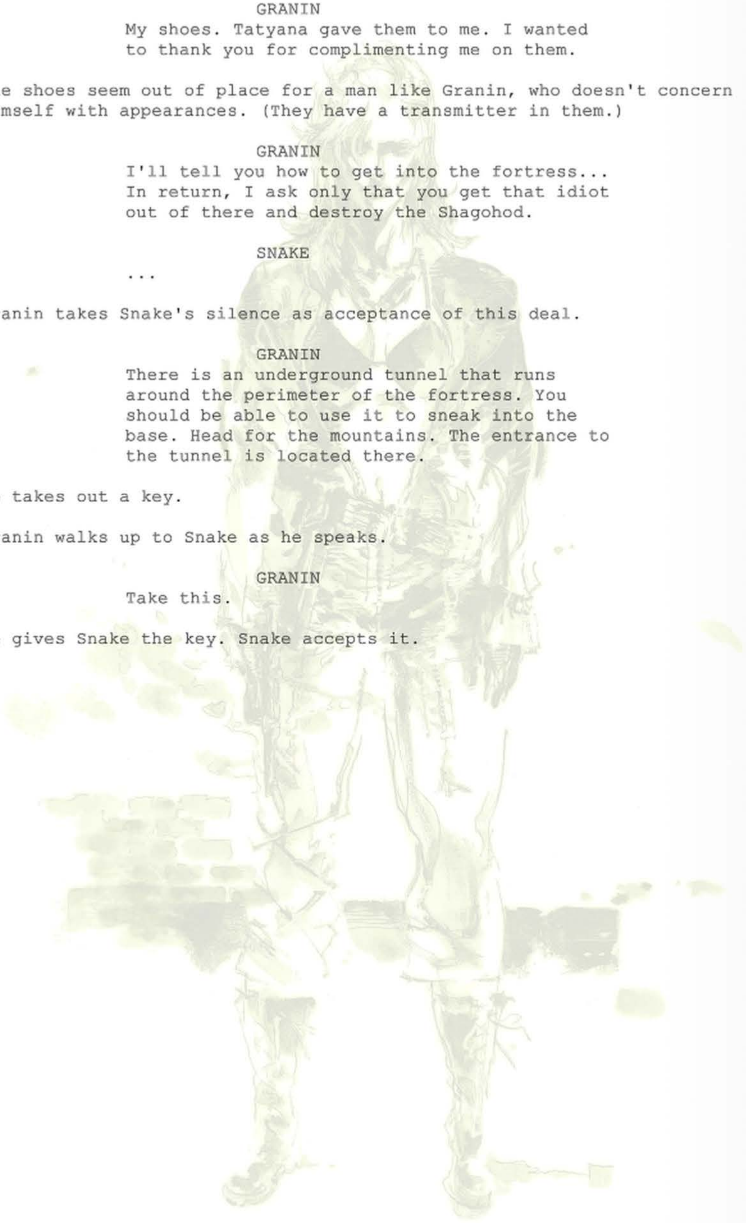
suspicious Help me?

GRANIN

shrugs shoulders To thank you for your compliment.

SNAKE

What compliment?



Granin shows Snake his shoes.

GRANIN

My shoes. Tatyana gave them to me. I wanted to thank you for complimenting me on them.

The shoes seem out of place for a man like Granin, who doesn't concern himself with appearances. (They have a transmitter in them.)

GRANIN

I'll tell you how to get into the fortress... In return, I ask only that you get that idiot out of there and destroy the Shagohod.

SNAKE

...

Granin takes Snake's silence as acceptance of this deal.

GRANIN

There is an underground tunnel that runs around the perimeter of the fortress. You should be able to use it to sneak into the base. Head for the mountains. The entrance to the tunnel is located there.

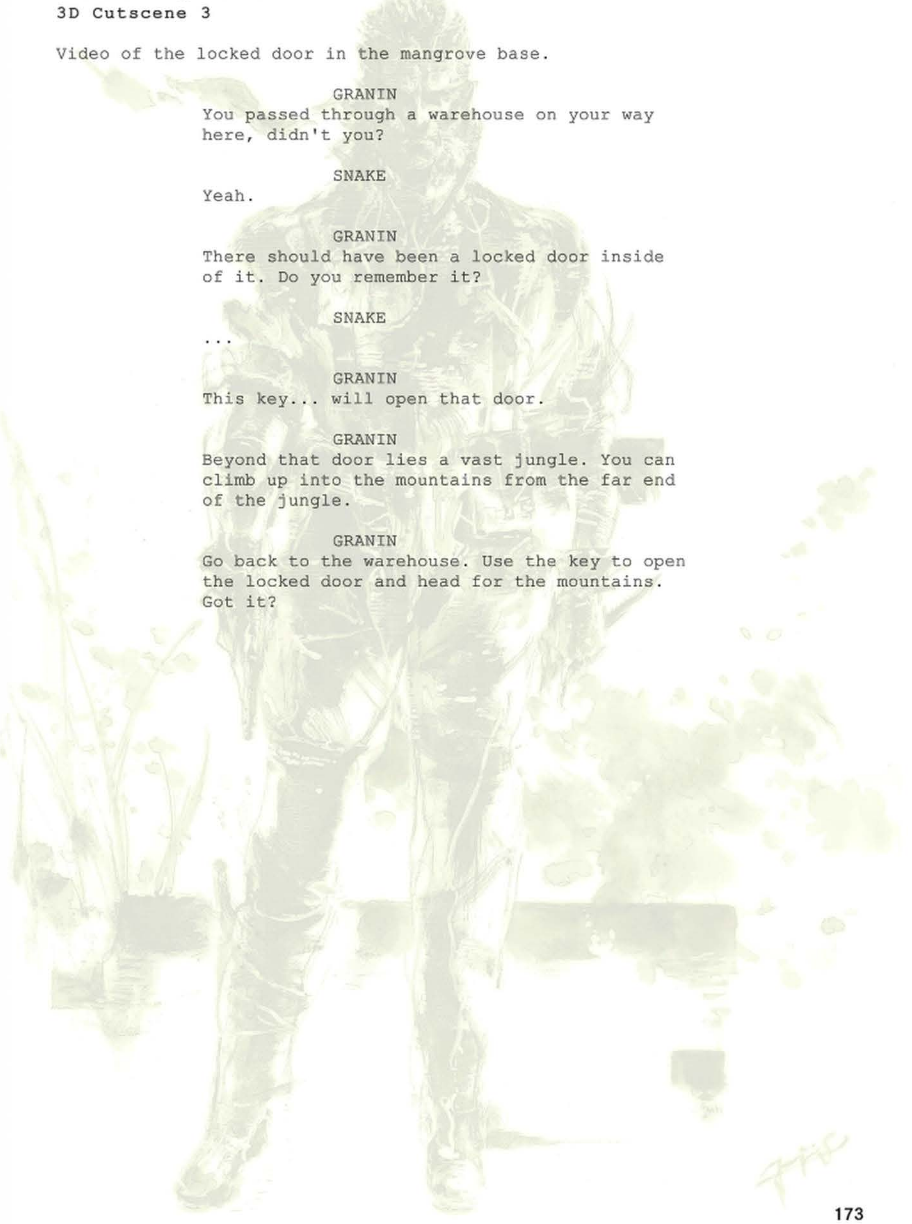
He takes out a key.

Granin walks up to Snake as he speaks.

GRANIN

Take this.

He gives Snake the key. Snake accepts it.



Meeting Granin

3D Cutscene 3

Video of the locked door in the mangrove base.

GRANIN
You passed through a warehouse on your way here, didn't you?

SNAKE
Yeah.

GRANIN
There should have been a locked door inside of it. Do you remember it?

SNAKE
...

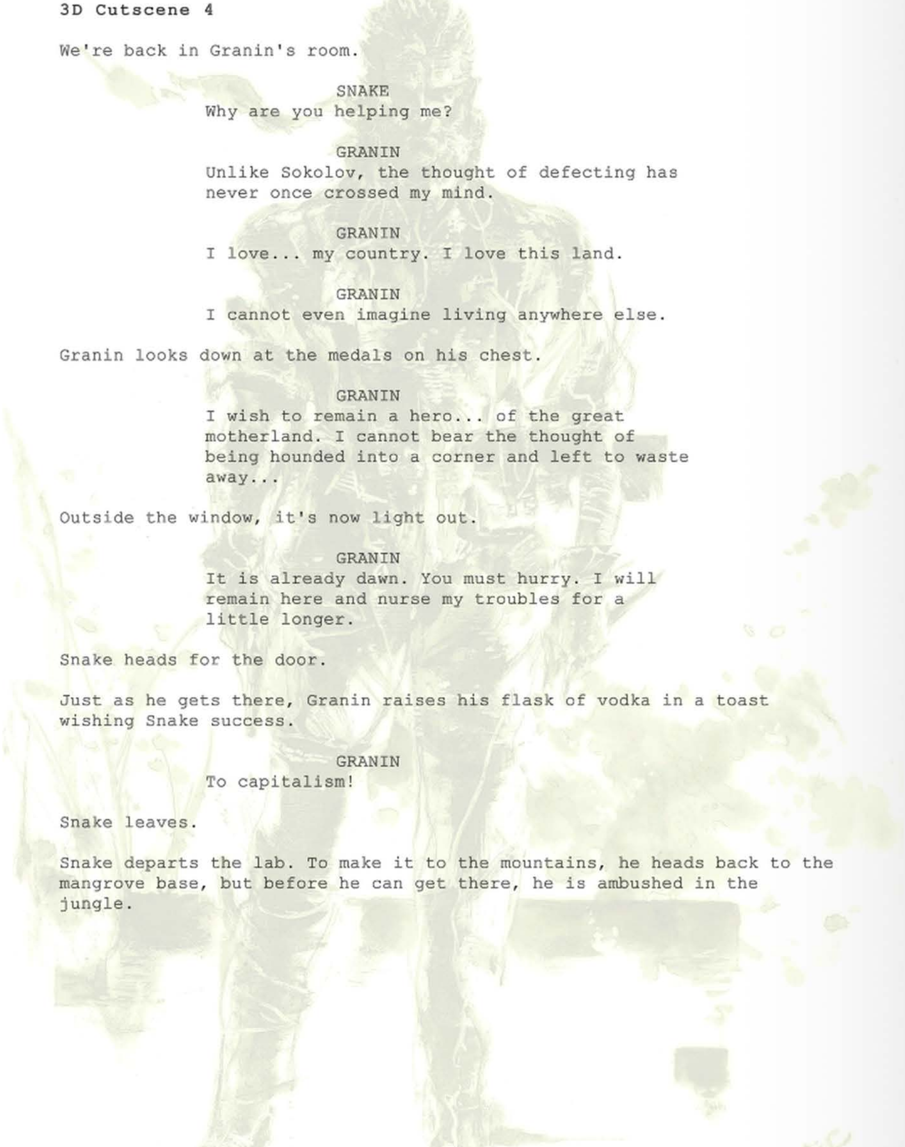
GRANIN
This key... will open that door.

GRANIN
Beyond that door lies a vast jungle. You can climb up into the mountains from the far end of the jungle.

GRANIN
Go back to the warehouse. Use the key to open the locked door and head for the mountains. Got it?

Meeting Granin

3D Cutscene 4



We're back in Granin's room.

SNAKE
Why are you helping me?

GRANIN
Unlike Sokolov, the thought of defecting has never once crossed my mind.

GRANIN
I love... my country. I love this land.

GRANIN
I cannot even imagine living anywhere else.

Granin looks down at the medals on his chest.

GRANIN
I wish to remain a hero... of the great motherland. I cannot bear the thought of being hounded into a corner and left to waste away...

Outside the window, it's now light out.

GRANIN
It is already dawn. You must hurry. I will remain here and nurse my troubles for a little longer.

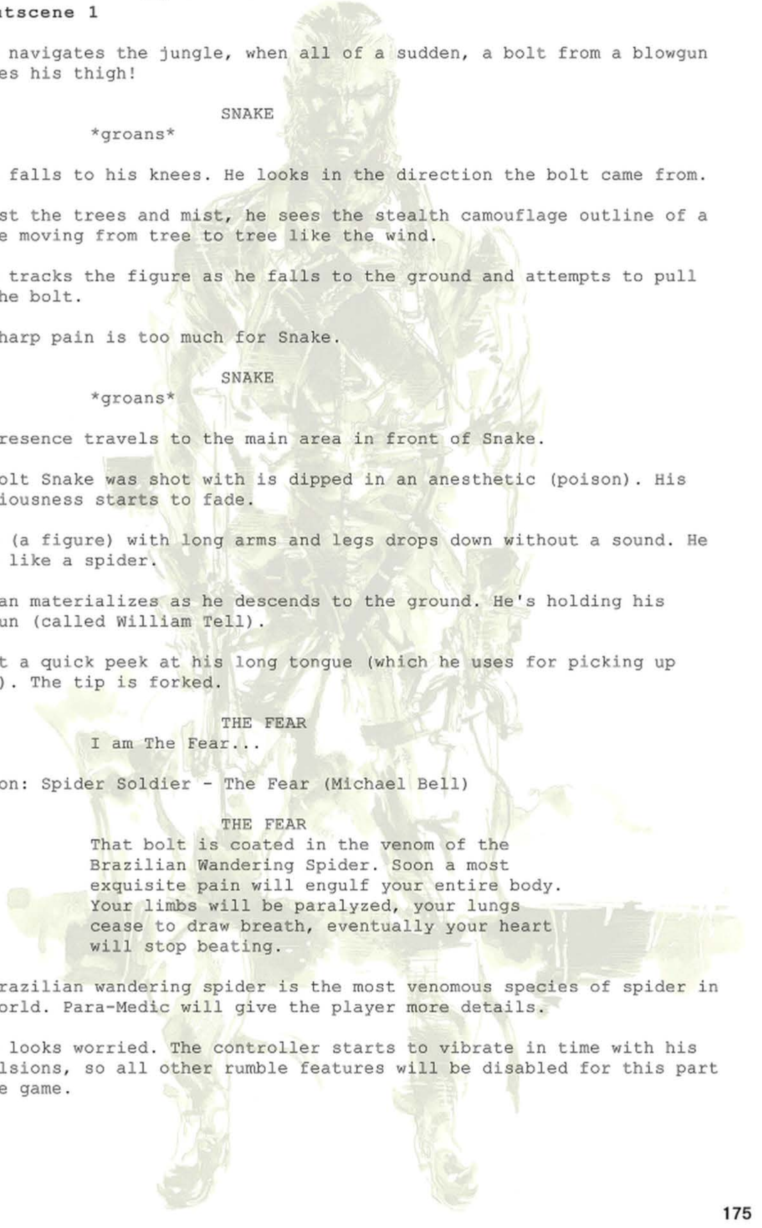
Snake heads for the door.

Just as he gets there, Granin raises his flask of vodka in a toast wishing Snake success.

GRANIN
To capitalism!

Snake leaves.

Snake departs the lab. To make it to the mountains, he heads back to the mangrove base, but before he can get there, he is ambushed in the jungle.



The Fear Appears

3D Cutscene 1

Snake navigates the jungle, when all of a sudden, a bolt from a blowgun pierces his thigh!

SNAKE
groans

Snake falls to his knees. He looks in the direction the bolt came from.

Against the trees and mist, he sees the stealth camouflage outline of a figure moving from tree to tree like the wind.

Snake tracks the figure as he falls to the ground and attempts to pull out the bolt.

The sharp pain is too much for Snake.

SNAKE
groans

The presence travels to the main area in front of Snake.

The bolt Snake was shot with is dipped in an anesthetic (poison). His consciousness starts to fade.

A man (a figure) with long arms and legs drops down without a sound. He moves like a spider.

The man materializes as he descends to the ground. He's holding his blowgun (called William Tell).

We get a quick peek at his long tongue (which he uses for picking up items). The tip is forked.

THE FEAR
I am The Fear...

Caption: Spider Soldier - The Fear (Michael Bell)

THE FEAR
That bolt is coated in the venom of the Brazilian Wandering Spider. Soon a most exquisite pain will engulf your entire body. Your limbs will be paralyzed, your lungs cease to draw breath, eventually your heart will stop beating.

The Brazilian wandering spider is the most venomous species of spider in the world. Para-Medic will give the player more details.

Snake looks worried. The controller starts to vibrate in time with his convulsions, so all other rumble features will be disabled for this part of the game.

THE FEAR
Ah, but what fun would that be? Not a fitting death at all.

The Fear puts William Tell away.

The Snake shakes his head to try to keep it together.

SNAKE
Grr... *fiercely encouraging himself*

THE FEAR
The Boss' apprentice... I will give you fear such as you've never experienced before. Come into my web.

The Fear dislocates the joints in his arms and legs (turning them into reverse joints) and skitters along the ground.

THE FEAR
It is time... for you to feel the fear!

He then slinks up a tree like a spider! His movements are decidedly unhuman.

After a fierce battle, Snake defeats The Fear.

The Fear Dies

3D Cutscene 1

The Fear swings down from the air. Wires, wrapped around surrounding trees, extend from his body. They become taught, suspending The Fear's body in midair. He resembles a spider that has returned to its nest.

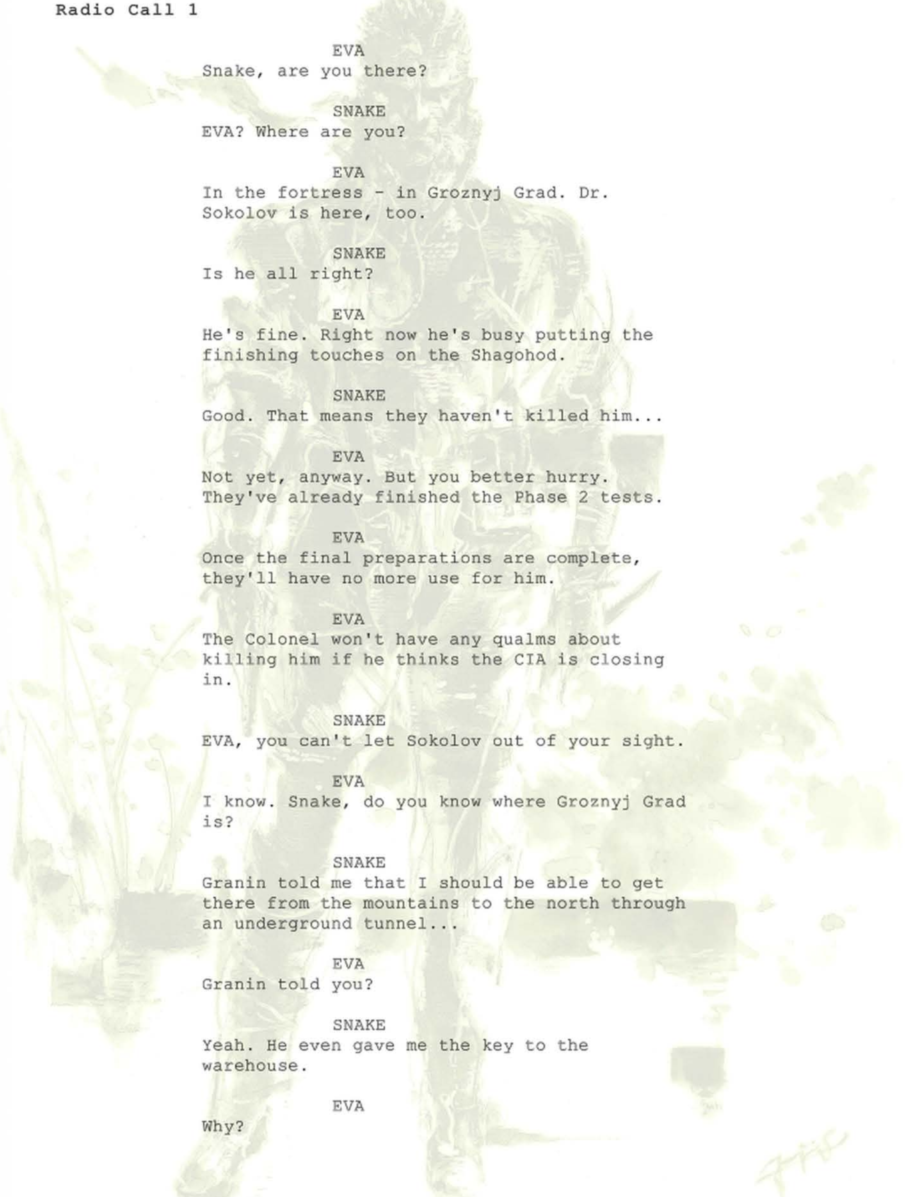
THE FEAR
The fear! The fear!! I see it!! The fear!

The Fear lets out his parting words in a mighty shout as he explodes, leaving no trace of him behind! His bolts shoot out, lodging themselves into every nook of the area (trees and the ground)!

Having eliminated The Fear, Snake heads straight for the mountains. He uses the key he got from Granin to open the locked door. Another vast jungle extends before him. He then gets a call from EVA.

Entering Moss Jungle

Radio Call 1



EVA
Snake, are you there?

SNAKE
EVA? Where are you?

EVA
In the fortress - in Groznyj Grad. Dr. Sokolov is here, too.

SNAKE
Is he all right?

EVA
He's fine. Right now he's busy putting the finishing touches on the Shagohod.

SNAKE
Good. That means they haven't killed him...

EVA
Not yet, anyway. But you better hurry. They've already finished the Phase 2 tests.

EVA
Once the final preparations are complete, they'll have no more use for him.

EVA
The Colonel won't have any qualms about killing him if he thinks the CIA is closing in.

SNAKE
EVA, you can't let Sokolov out of your sight.

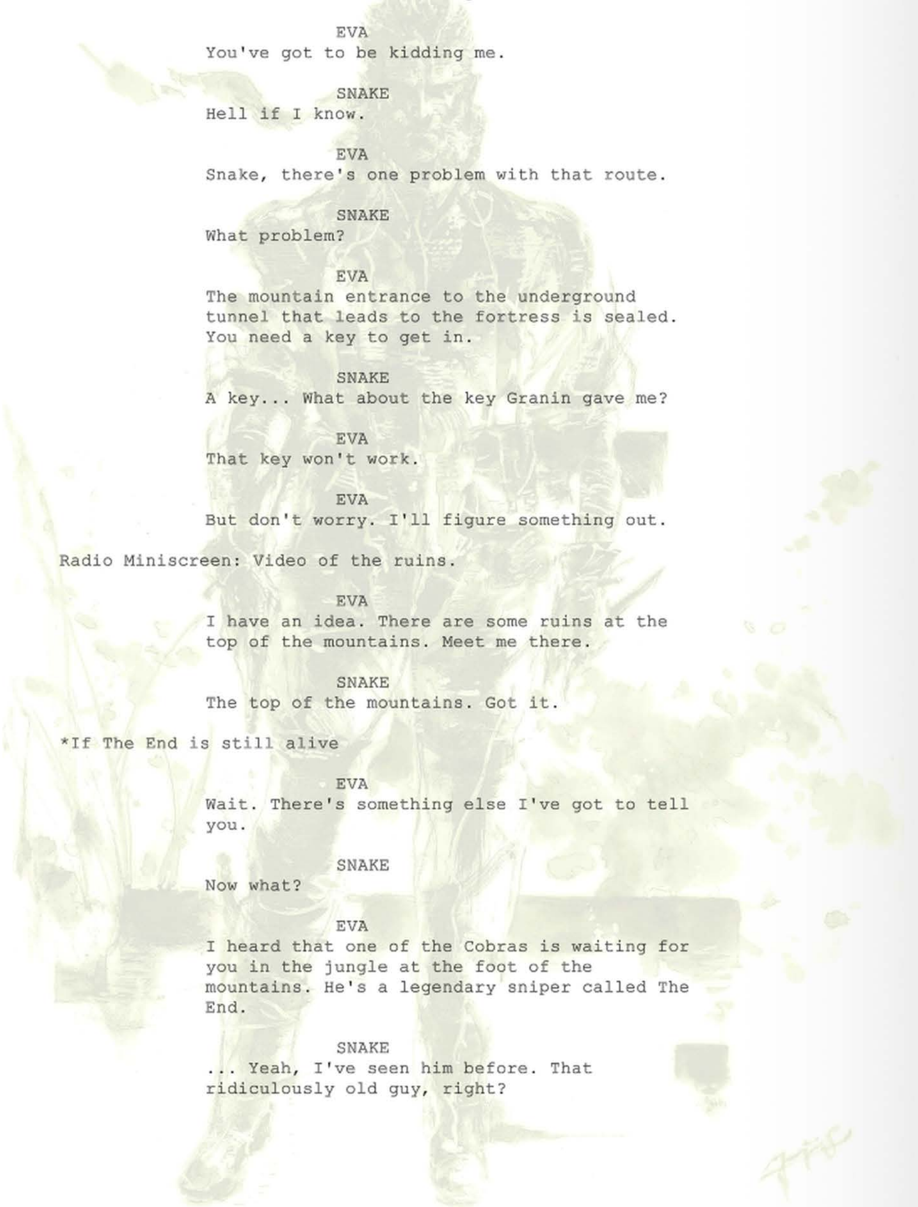
EVA
I know. Snake, do you know where Groznyj Grad is?

SNAKE
Granin told me that I should be able to get there from the mountains to the north through an underground tunnel...

EVA
Granin told you?

SNAKE
Yeah. He even gave me the key to the warehouse.

EVA
Why?



SNAKE
Because he was drunk, I guess.

EVA
You've got to be kidding me.

SNAKE
Hell if I know.

EVA
Snake, there's one problem with that route.

SNAKE
What problem?

EVA
The mountain entrance to the underground tunnel that leads to the fortress is sealed. You need a key to get in.

SNAKE
A key... What about the key Granin gave me?

EVA
That key won't work.

EVA
But don't worry. I'll figure something out.

Radio Miniscreen: Video of the ruins.

EVA
I have an idea. There are some ruins at the top of the mountains. Meet me there.

SNAKE
The top of the mountains. Got it.

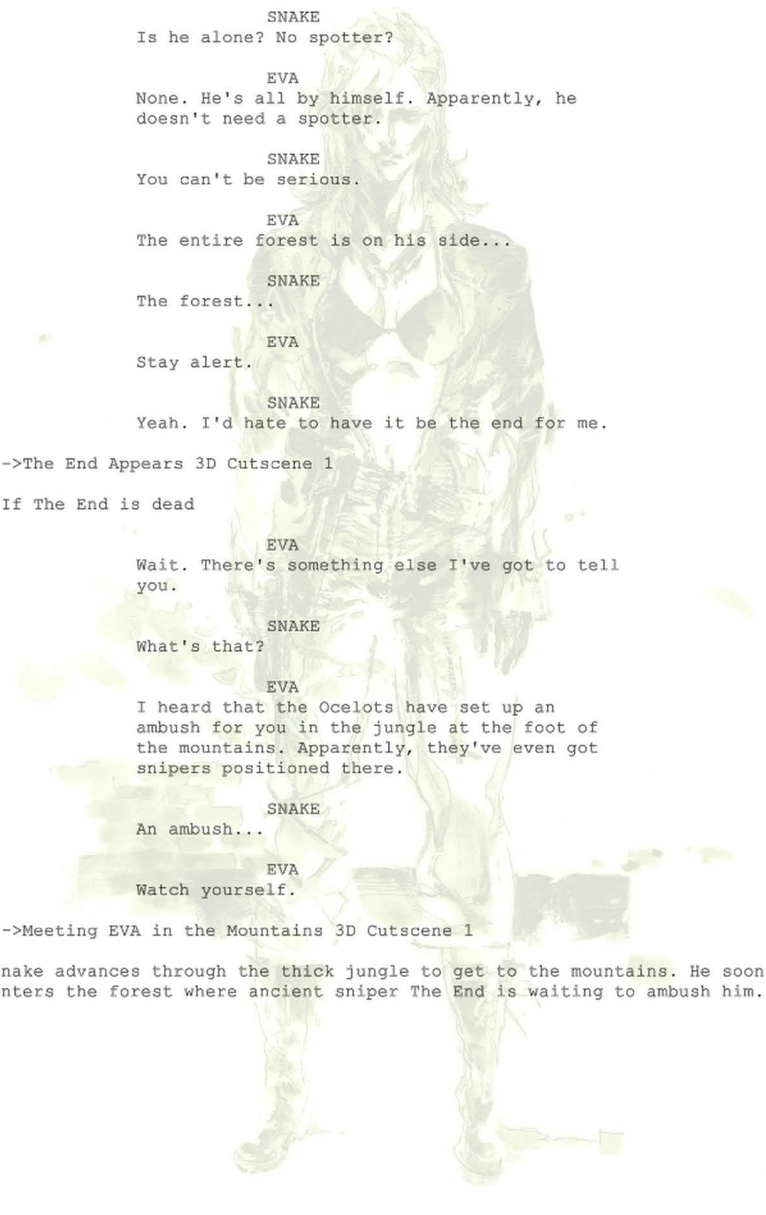
*If The End is still alive

EVA
Wait. There's something else I've got to tell you.

SNAKE
Now what?

EVA
I heard that one of the Cobras is waiting for you in the jungle at the foot of the mountains. He's a legendary sniper called The End.

SNAKE
... Yeah, I've seen him before. That ridiculously old guy, right?



EVA
Don't underestimate him. He's known as the father of modern sniping.

SNAKE
Is he alone? No spotter?

EVA
None. He's all by himself. Apparently, he doesn't need a spotter.

SNAKE
You can't be serious.

EVA
The entire forest is on his side...

SNAKE
The forest...

EVA
Stay alert.

SNAKE
Yeah. I'd hate to have it be the end for me.

-->The End Appears 3D Cutscene 1

*If The End is dead

EVA
Wait. There's something else I've got to tell you.

SNAKE
What's that?

EVA
I heard that the Ocelots have set up an ambush for you in the jungle at the foot of the mountains. Apparently, they've even got snipers positioned there.

SNAKE
An ambush...

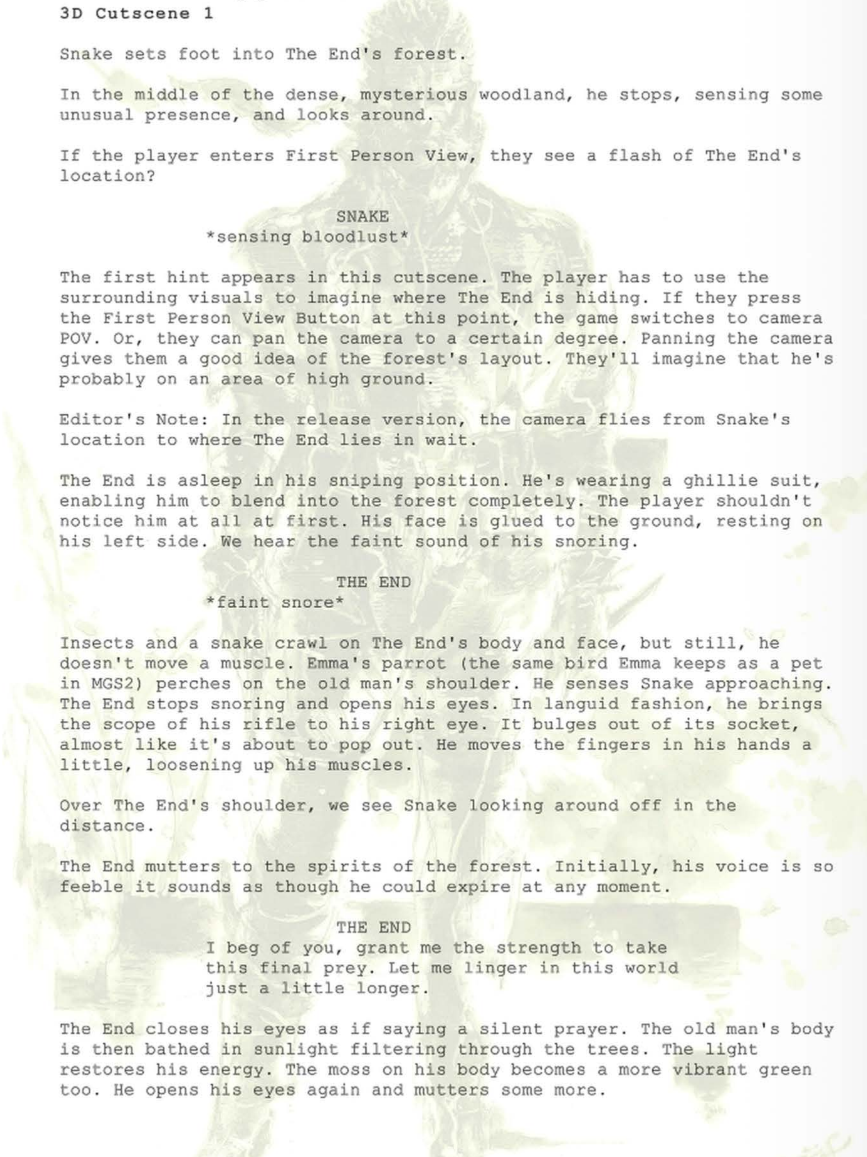
EVA
Watch yourself.

-->Meeting EVA in the Mountains 3D Cutscene 1

Snake advances through the thick jungle to get to the mountains. He soon enters the forest where ancient sniper The End is waiting to ambush him.

The End Appears

3D Cutscene 1



Snake sets foot into The End's forest.

In the middle of the dense, mysterious woodland, he stops, sensing some unusual presence, and looks around.

If the player enters First Person View, they see a flash of The End's location?

SNAKE
sensing bloodlust

The first hint appears in this cutscene. The player has to use the surrounding visuals to imagine where The End is hiding. If they press the First Person View Button at this point, the game switches to camera POV. Or, they can pan the camera to a certain degree. Panning the camera gives them a good idea of the forest's layout. They'll imagine that he's probably on an area of high ground.

Editor's Note: In the release version, the camera flies from Snake's location to where The End lies in wait.

The End is asleep in his sniping position. He's wearing a ghillie suit, enabling him to blend into the forest completely. The player shouldn't notice him at all at first. His face is glued to the ground, resting on his left side. We hear the faint sound of his snoring.

THE END
faint snore

Insects and a snake crawl on The End's body and face, but still, he doesn't move a muscle. Emma's parrot (the same bird Emma keeps as a pet in MGS2) perches on the old man's shoulder. He senses Snake approaching. The End stops snoring and opens his eyes. In languid fashion, he brings the scope of his rifle to his right eye. It bulges out of its socket, almost like it's about to pop out. He moves the fingers in his hands a little, loosening up his muscles.

Over The End's shoulder, we see Snake looking around off in the distance.

The End mutters to the spirits of the forest. Initially, his voice is so feeble it sounds as though he could expire at any moment.

THE END
I beg of you, grant me the strength to take this final prey. Let me linger in this world just a little longer.

The End closes his eyes as if saying a silent prayer. The old man's body is then bathed in sunlight filtering through the trees. The light restores his energy. The moss on his body becomes a more vibrant green too. He opens his eyes again and mutters some more.

THE END
I have already slept enough for one
lifetime... enough for an eternity.

THE END
You have my thanks.

When he speaks, his dentures slip out of his mouth, making it harder for him to talk. His face is covered with age spots, pockmarks, and deep wrinkles, but they start to disappear. The old man regains some of his youthfulness before our eyes.

THE END
I have to thank you... for waking me.

THE END
If you (Snake) hadn't shown up, my sleep...
would have been eternal.

As he becomes younger, his voice becomes louder and stronger.

Emma's parrot flies off elsewhere in the forest. If the player captures it, it will reveal the old man's location. He gets up with vigor. His frame now presents the image of a muscular youth.

THE END
Do you hear me, Snake? I am The End! I am
here to send you to your ultimate fate!
You'll make a fine quarry for my final hunt!

Caption: Ancient Sniper - The End (Grant Albrecht)

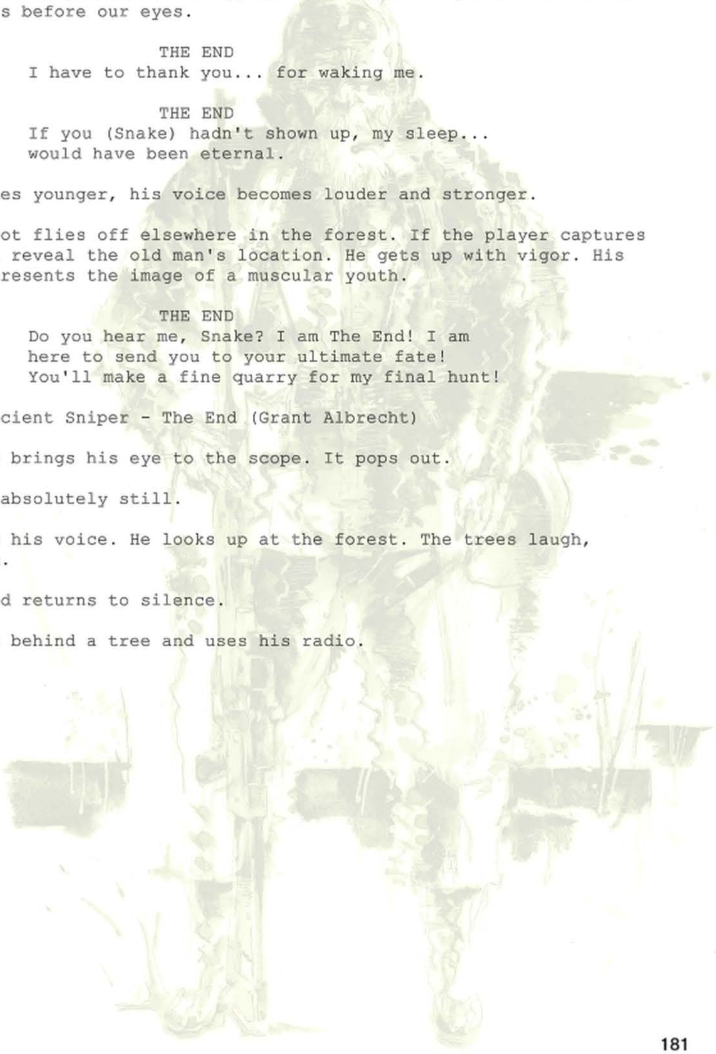
The old man brings his eye to the scope. It pops out.

He remains absolutely still.

Snake hears his voice. He looks up at the forest. The trees laugh, mocking him.

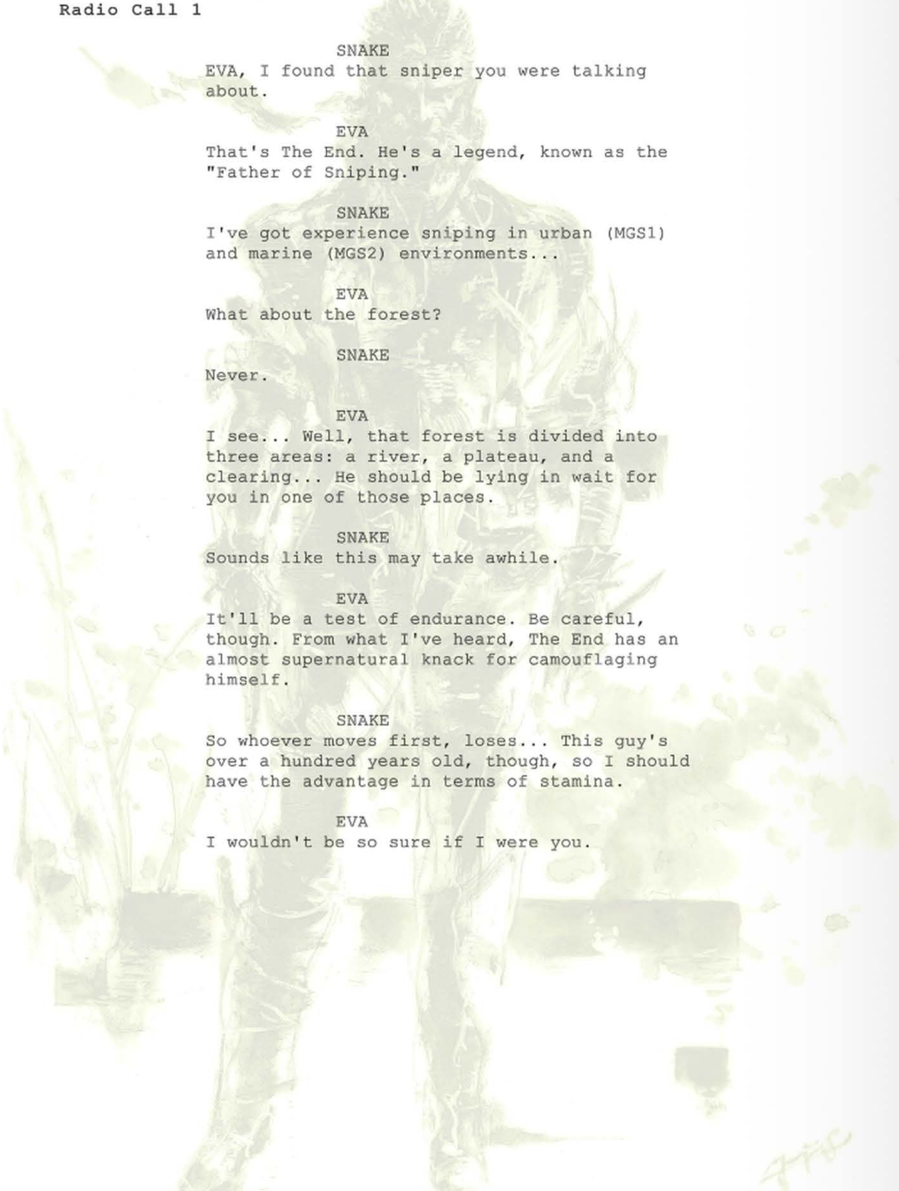
The woodland returns to silence.

Snake ducks behind a tree and uses his radio.



The End Appears

Radio Call 1



SNAKE
EVA, I found that sniper you were talking about.

EVA
That's The End. He's a legend, known as the "Father of Sniping."

SNAKE
I've got experience sniping in urban (MGS1) and marine (MGS2) environments...

EVA
What about the forest?

SNAKE
Never.

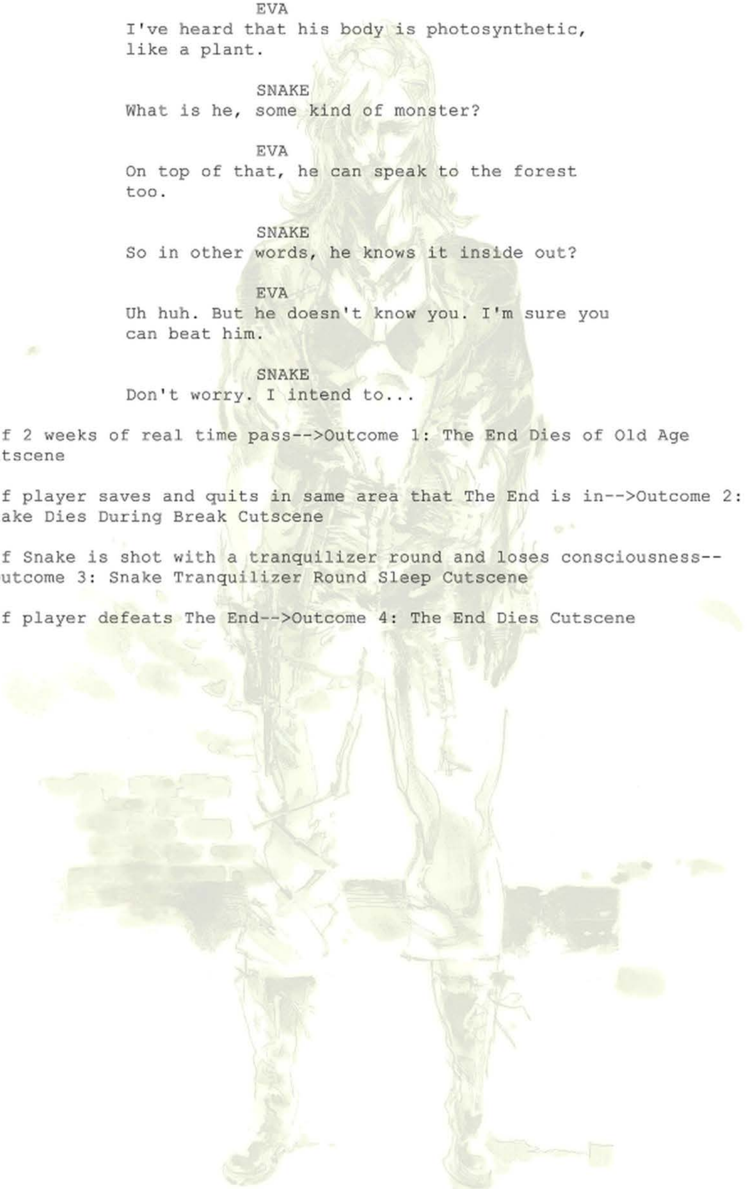
EVA
I see... Well, that forest is divided into three areas: a river, a plateau, and a clearing... He should be lying in wait for you in one of those places.

SNAKE
Sounds like this may take awhile.

EVA
It'll be a test of endurance. Be careful, though. From what I've heard, The End has an almost supernatural knack for camouflaging himself.

SNAKE
So whoever moves first, loses... This guy's over a hundred years old, though, so I should have the advantage in terms of stamina.

EVA
I wouldn't be so sure if I were you.



SNAKE
Why's that?

EVA
I've heard that his body is photosynthetic, like a plant.

SNAKE
What is he, some kind of monster?

EVA
On top of that, he can speak to the forest too.

SNAKE
So in other words, he knows it inside out?

EVA
Uh huh. But he doesn't know you. I'm sure you can beat him.

SNAKE
Don't worry. I intend to...

*If 2 weeks of real time pass-->Outcome 1: The End Dies of Old Age Cutscene

*If player saves and quits in same area that The End is in-->Outcome 2: Snake Dies During Break Cutscene

*If Snake is shot with a tranquilizer round and loses consciousness-->Outcome 3: Snake Tranquilizer Round Sleep Cutscene

*If player defeats The End-->Outcome 4: The End Dies Cutscene

[Outcome 1]

After the battle with The End starts, if the player saves, quits, and doesn't resume for 2 weeks of real time, The End will die of old age, and the player will come upon his body.

The End Dies of Old Age

3D Cutscene 1

Snake crouch walks, carefully making his way through the forest.

He spots The End in his sniping posture.

Snake slowly approaches him from behind.

SNAKE
Drop your weapon.

The End doesn't answer. He doesn't move an inch.

Snake cautiously moves closer.

SNAKE
Drop your weapon!

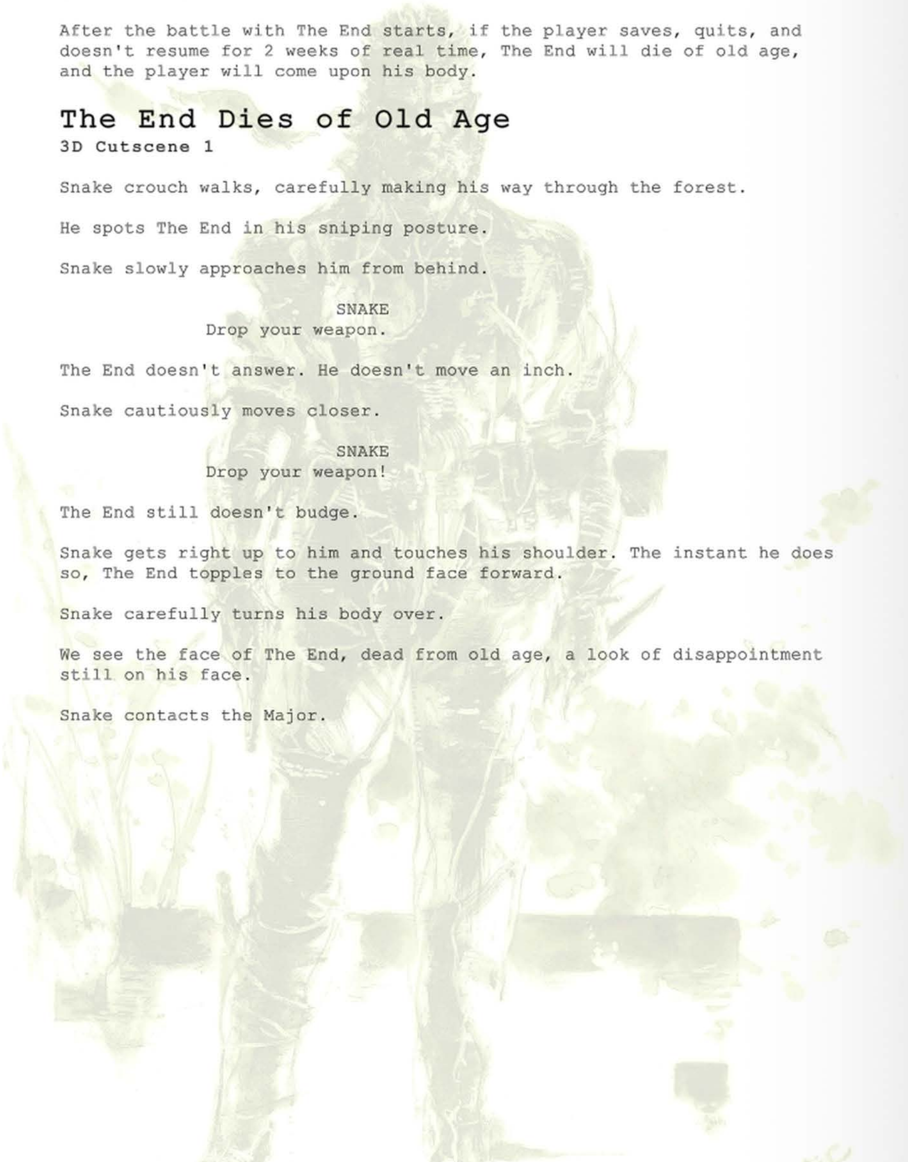
The End still doesn't budge.

Snake gets right up to him and touches his shoulder. The instant he does so, The End topples to the ground face forward.

Snake carefully turns his body over.

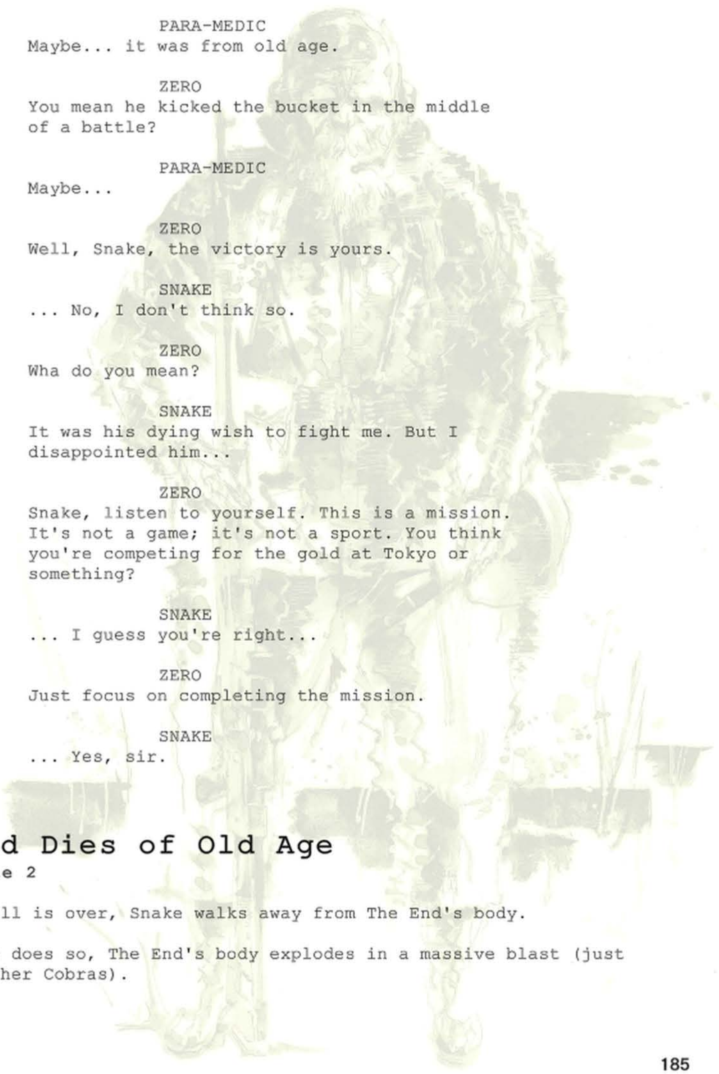
We see the face of The End, dead from old age, a look of disappointment still on his face.

Snake contacts the Major.



The End Dies of Old Age

Radio Call 1



SNAKE
Major, I found The End. He's dead.

ZERO
What the hell happened?

PARA-MEDIC
Maybe... it was from old age.

ZERO
You mean he kicked the bucket in the middle of a battle?

PARA-MEDIC
Maybe...

ZERO
Well, Snake, the victory is yours.

SNAKE
... No, I don't think so.

ZERO
Wha do you mean?

SNAKE
It was his dying wish to fight me. But I disappointed him...

ZERO
Snake, listen to yourself. This is a mission. It's not a game; it's not a sport. You think you're competing for the gold at Tokyo or something?

SNAKE
... I guess you're right...

ZERO
Just focus on completing the mission.

SNAKE
... Yes, sir.

The End Dies of Old Age

3D Cutscene 2

When the call is over, Snake walks away from The End's body.

As Snake he does so, The End's body explodes in a massive blast (just like the other Cobras).

[Outcome 2]

During the battle with The End, if the player saves and quits the game and a certain amount of time passes, The End will shoot them immediately after they load back into the game regardless of whether or not they were in the same area as The End when they quit. After the cutscene showing The End shooting Snake plays, the next time the player loads the game, they have to retry from Granin's lab.

Create a cutscene for each of the three areas The End battle takes place in, or move player to a particular area?

Editor's Note: In the release version, this cutscene takes place in a fixed area.

The End Battle - Break Death

3D Cutscene 1

Snake is lying against a tree with his eyes shut.

Small creatures (like butterflies and snakes) move around in the space near him. The atmosphere is very tranquil and peaceful. We hold on this for a moment.

Suddenly, Snakes eyes open, and he goes to get up.

An instant later, a gunshot. Snake falls.

The camera flies over to where The End was in hiding.

We see The End, in his sniping posture. Gunpowder smoke rises from the barrel of his gun.

He pulls his eye back from his scope and mutters.

THE END
You disappoint me, young Snake...

THE END
The moment you close your eyes on the battlefield is the moment you never open them again.

THE END
That's why I don't sleep here...

The End comes over to where Snake lies on the ground. He looks down at him.

He carries Snake on his shoulders and starts walking.

Snake wakes up in a cell in Granin's lab.

[Outcome 3]

During an intense battle with The End, Snake is struck by one of his tranquilizer rounds and loses consciousness.

The End Battle - Tranquilizer Sleep

3D Cutscene 1

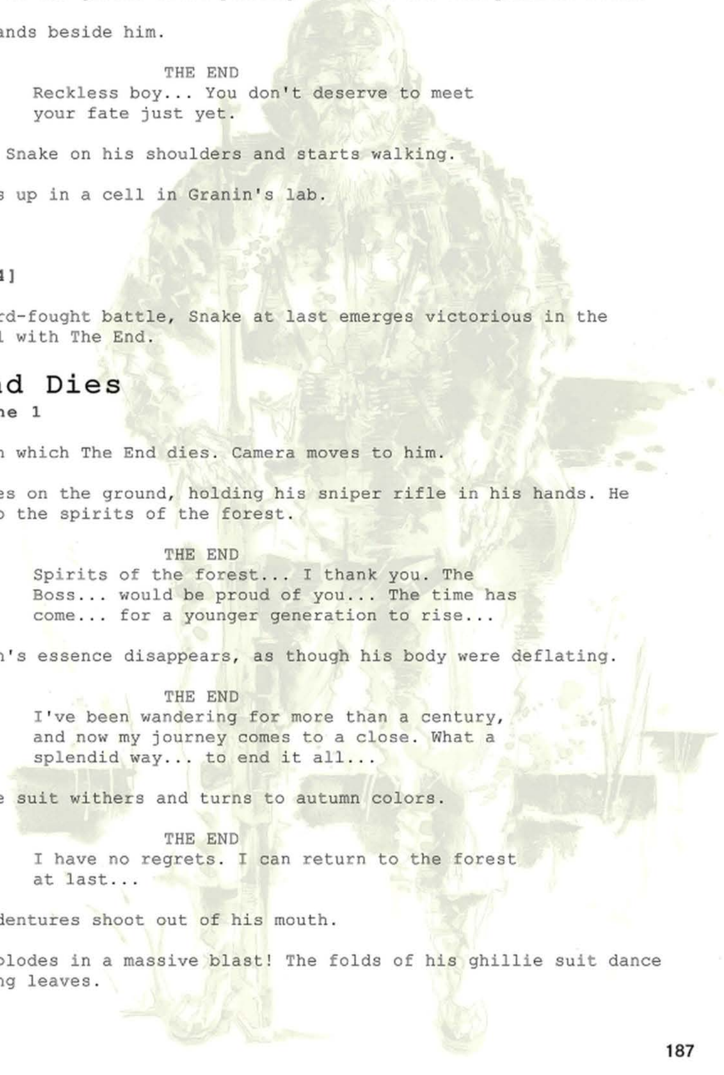
Snake lies on the ground after passing out from the tranquilizer round.

The End stands beside him.

THE END
Reckless boy... You don't deserve to meet your fate just yet.

He carries Snake on his shoulders and starts walking.

Snake wakes up in a cell in Granin's lab.



[Outcome 4]

After a hard-fought battle, Snake at last emerges victorious in the sniper duel with The End.

The End Dies

3D Cutscene 1

Cutscene in which The End dies. Camera moves to him.

The End lies on the ground, holding his sniper rifle in his hands. He whispers to the spirits of the forest.

THE END
Spirits of the forest... I thank you. The Boss... would be proud of you... The time has come... for a younger generation to rise...

The old man's essence disappears, as though his body were deflating.

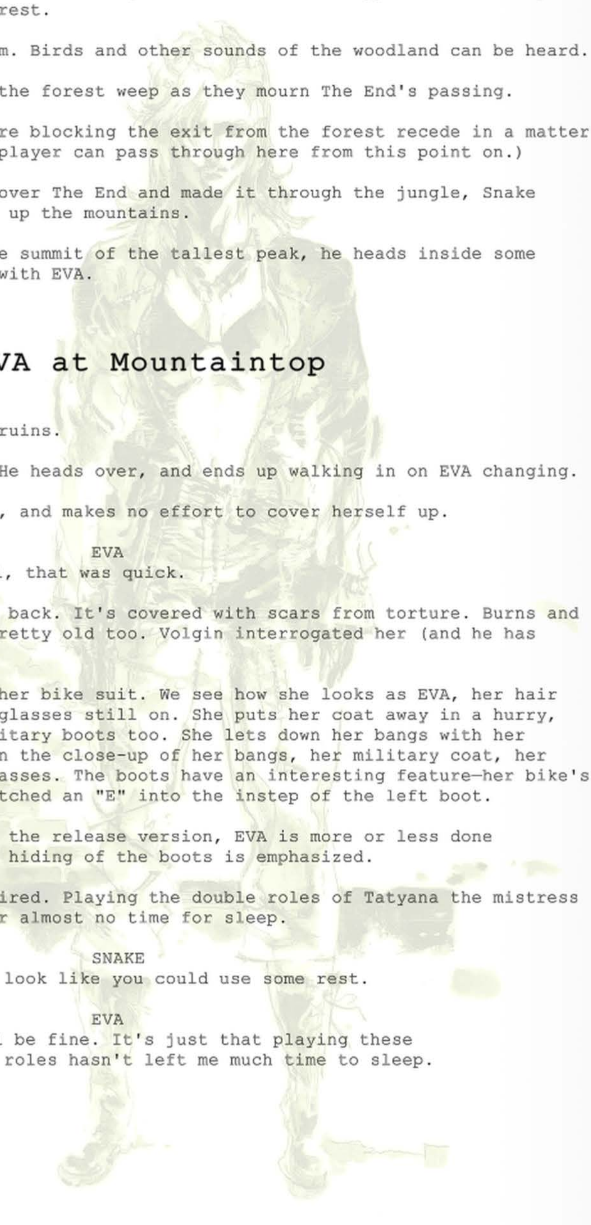
THE END
I've been wandering for more than a century, and now my journey comes to a close. What a splendid way... to end it all...

His ghillie suit withers and turns to autumn colors.

THE END
I have no regrets. I can return to the forest at last...

The End's dentures shoot out of his mouth.

He then explodes in a massive blast! The folds of his ghillie suit dance like falling leaves.



Birds (insects?) scatter from the trees all at once.

When the pieces of The End's ghillie suit have disappeared, vitality returns to the forest.

Fish swim upstream. Birds and other sounds of the woodland can be heard.

The residents of the forest weep as they mourn The End's passing.

The vines that were blocking the exit from the forest recede in a matter of seconds. (The player can pass through here from this point on.)

Having triumphed over The End and made it through the jungle, Snake begins his ascent up the mountains.

After reaching the summit of the tallest peak, he heads inside some ruins to meet up with EVA.

Meeting EVA at Mountaintop

3D Cutscene 1

Snake enters the ruins.

He nears noises. He heads over, and ends up walking in on EVA changing.

She speaks calmly, and makes no effort to cover herself up.

EVA
Well, that was quick.

Snake studies her back. It's covered with scars from torture. Burns and cuts. Some look pretty old too. Volgin interrogated her (and he has various kinks).

EVA changes into her bike suit. We see how she looks as EVA, her hair still up and her glasses still on. She puts her coat away in a hurry, and hides her military boots too. She lets down her bangs with her hands. Emphasis on the close-up of her bangs, her military coat, her boots, and her glasses. The boots have an interesting feature—her bike's shift pedal has etched an "E" into the instep of the left boot.

Editor's Note: In the release version, EVA is more or less done changing, but her hiding of the boots is emphasized.

EVA looks quite tired. Playing the double roles of Tatyana the mistress and EVA leaves her almost no time for sleep.

SNAKE
You look like you could use some rest.

EVA
I'll be fine. It's just that playing these
two roles hasn't left me much time to sleep.

SNAKE
Where'd you get those cuts?

EVA
The Colonel...

SNAKE
He found out!?

EVA
If he knew, I'd be dead already... No, this is his "hobby." He's a sadist. He gets pleasure out of making people suffer. He's scum... (and an asshole)

Snake gently touches one of the scars with his fingertips.

EVA
laughs Does it look that strange to you?

SNAKE
No, I'm the same way... scars all over.

EVA turns to Snake and places a hand on his fatigues.

EVA
Can I see?

SNAKE
No.

Snake pulls back and changes the subject.

He points at one of EVA's old scars.

SNAKE
Where'd you get this one?

EVA
I got it after defecting to the Soviet Union.

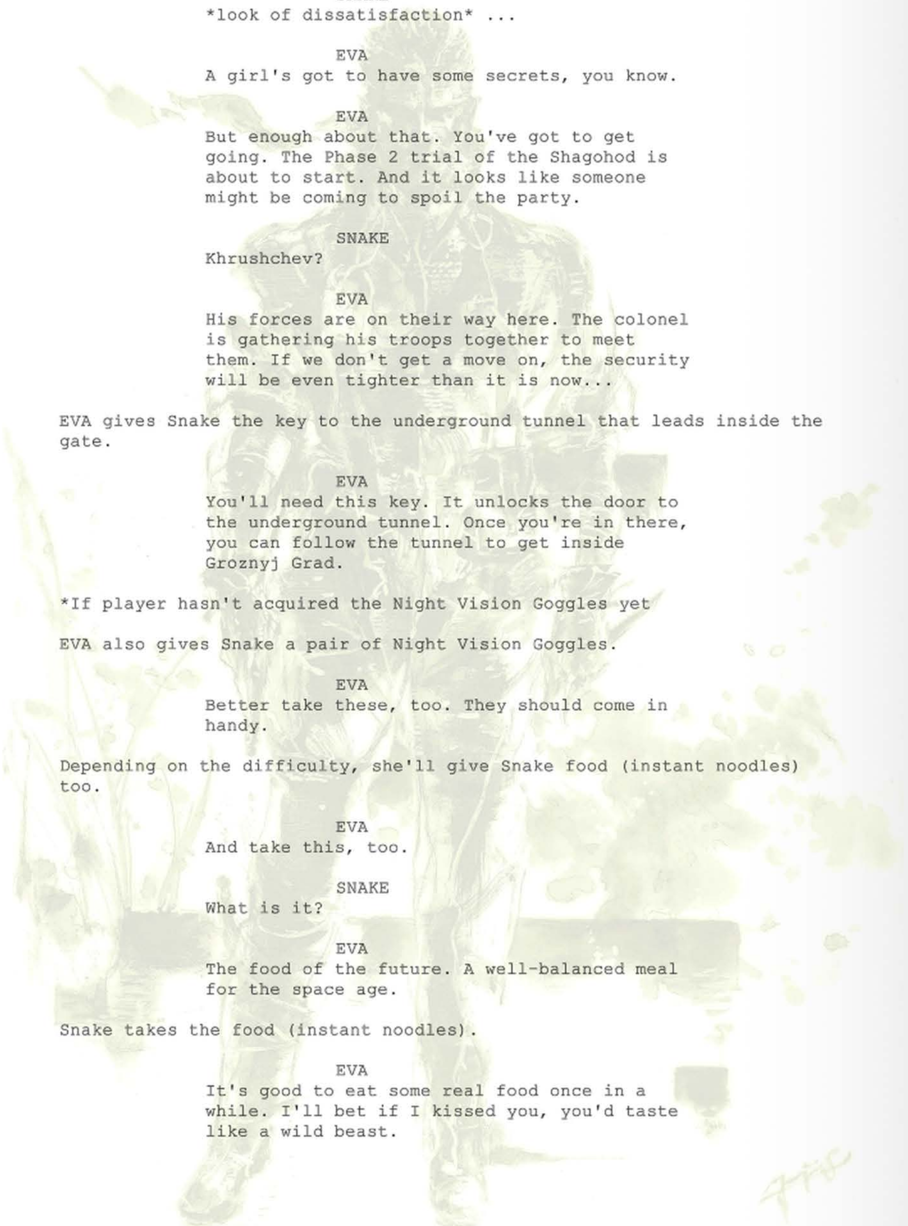
SNAKE
I don't think so. It's older than that. Code breaking is a desk job. Where'd you get this kind of scar?

EVA, realizing Snake has doubts about her fake background, tries to deflect.

EVA
You really want to know?

SNAKE
...

EVA
Well, too bad.



SNAKE
look of dissatisfaction ...

EVA
A girl's got to have some secrets, you know.

EVA
But enough about that. You've got to get going. The Phase 2 trial of the Shagohod is about to start. And it looks like someone might be coming to spoil the party.

SNAKE
Khrushchev?

EVA
His forces are on their way here. The colonel is gathering his troops together to meet them. If we don't get a move on, the security will be even tighter than it is now...

EVA gives Snake the key to the underground tunnel that leads inside the gate.

EVA
You'll need this key. It unlocks the door to the underground tunnel. Once you're in there, you can follow the tunnel to get inside Groznyj Grad.

*If player hasn't acquired the Night Vision Goggles yet

EVA also gives Snake a pair of Night Vision Goggles.

EVA
Better take these, too. They should come in handy.

Depending on the difficulty, she'll give Snake food (instant noodles) too.

EVA
And take this, too.

SNAKE
What is it?

EVA
The food of the future. A well-balanced meal for the space age.

Snake takes the food (instant noodles).

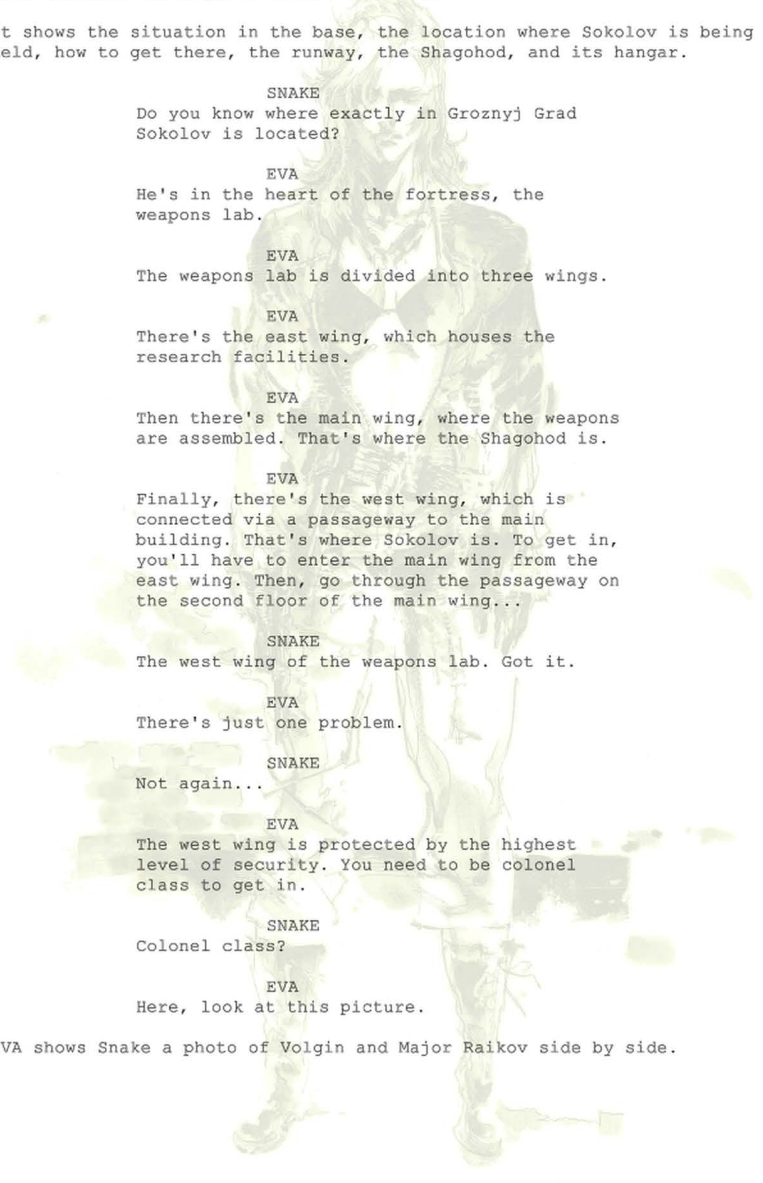
EVA
It's good to eat some real food once in a while. I'll bet if I kissed you, you'd taste like a wild beast.

Meeting EVA at Mountaintop

3D Cutscene 2

This cutscene takes place inside the base.

It shows the situation in the base, the location where Sokolov is being held, how to get there, the runway, the Shagohod, and its hangar.



SNAKE
Do you know where exactly in Groznyj Grad Sokolov is located?

EVA
He's in the heart of the fortress, the weapons lab.

EVA
The weapons lab is divided into three wings.

EVA
There's the east wing, which houses the research facilities.

EVA
Then there's the main wing, where the weapons are assembled. That's where the Shagohod is.

EVA
Finally, there's the west wing, which is connected via a passageway to the main building. That's where Sokolov is. To get in, you'll have to enter the main wing from the east wing. Then, go through the passageway on the second floor of the main wing...

SNAKE
The west wing of the weapons lab. Got it.

EVA
There's just one problem.

SNAKE
Not again...

EVA
The west wing is protected by the highest level of security. You need to be colonel class to get in.

SNAKE
Colonel class?

EVA
Here, look at this picture.

EVA shows Snake a photo of Volgin and Major Raikov side by side.

The photo (an illustration) is shown full-screen without any load time.

They're both smiling. We don't see this since it's happening out of frame, but Volgin has his hand on Raikov's crotch.

EVA
Major Ivan Raidenovitch Raikov. Pretend you're him.

SNAKE
How do I do that?

Fade out-->return to base cutscene without any load time.

Raikov walks through the hangar (research wing). Soldiers salute.

EVA
Steal his clothes! You look similar from behind, so they won't know the difference. Your face might be a problem, so you'll just have to figure something out.

EVA
He should be somewhere in the east wing.

Game loads back to the room Snake and EVA are in.

Meeting EVA at Mountaintop

3D Cutscene 3

Camera is back in the ruins.

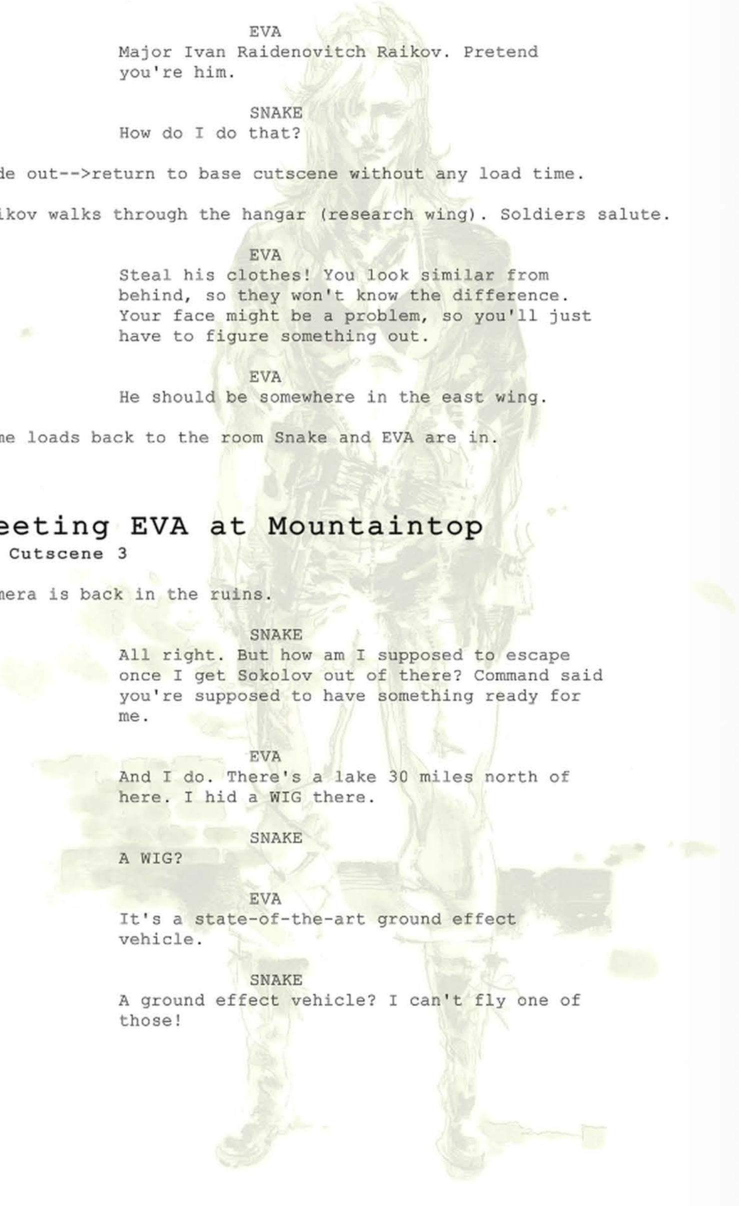
SNAKE
All right. But how am I supposed to escape once I get Sokolov out of there? Command said you're supposed to have something ready for me.

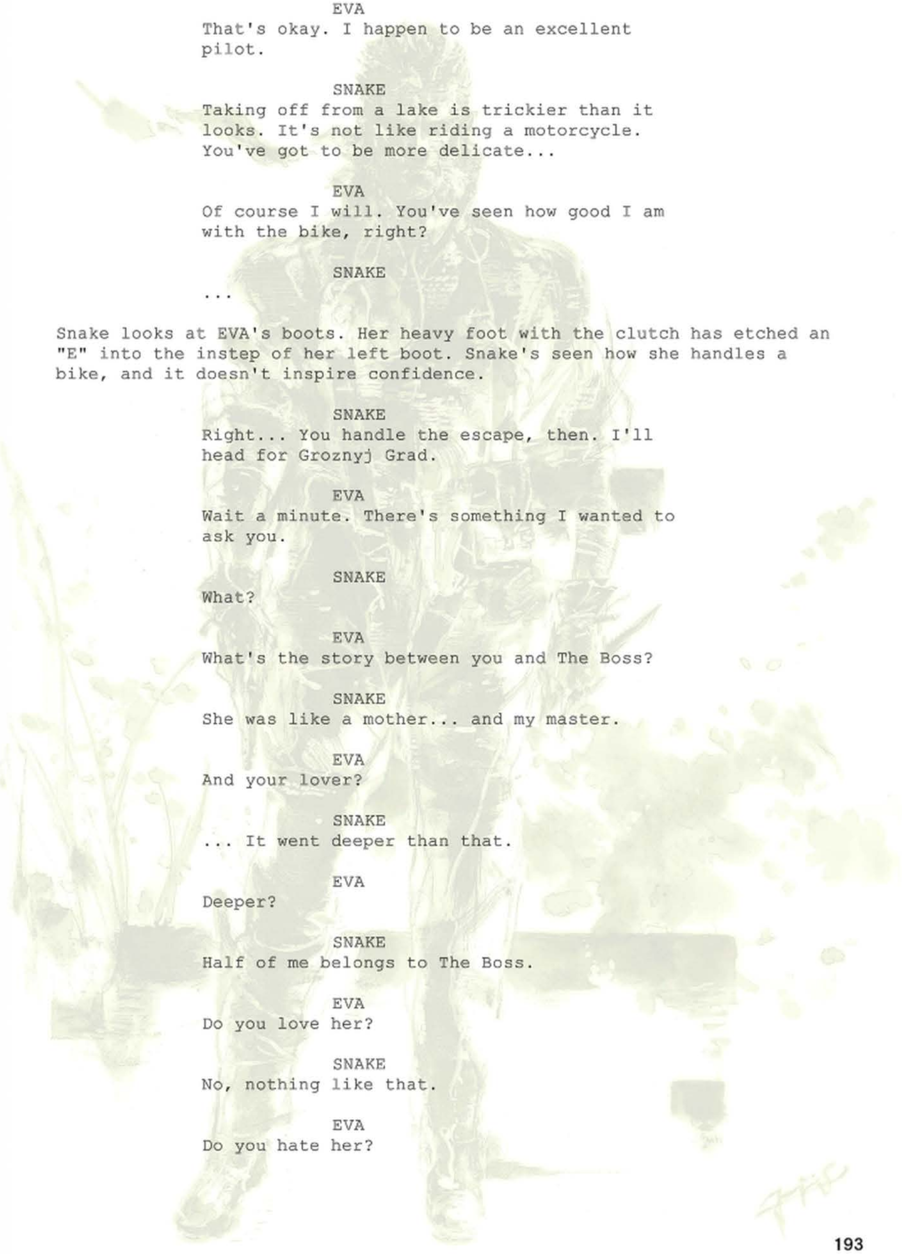
EVA
And I do. There's a lake 30 miles north of here. I hid a WIG there.

SNAKE
A WIG?

EVA
It's a state-of-the-art ground effect vehicle.

SNAKE
A ground effect vehicle? I can't fly one of those!





EVA
That's okay. I happen to be an excellent pilot.

SNAKE
Taking off from a lake is trickier than it looks. It's not like riding a motorcycle. You've got to be more delicate...

EVA
Of course I will. You've seen how good I am with the bike, right?

SNAKE
...

Snake looks at EVA's boots. Her heavy foot with the clutch has etched an "E" into the instep of her left boot. Snake's seen how she handles a bike, and it doesn't inspire confidence.

SNAKE
Right... You handle the escape, then. I'll head for Groznyj Grad.

EVA
Wait a minute. There's something I wanted to ask you.

SNAKE
What?

EVA
What's the story between you and The Boss?

SNAKE
She was like a mother... and my master.

EVA
And your lover?

SNAKE
... It went deeper than that.

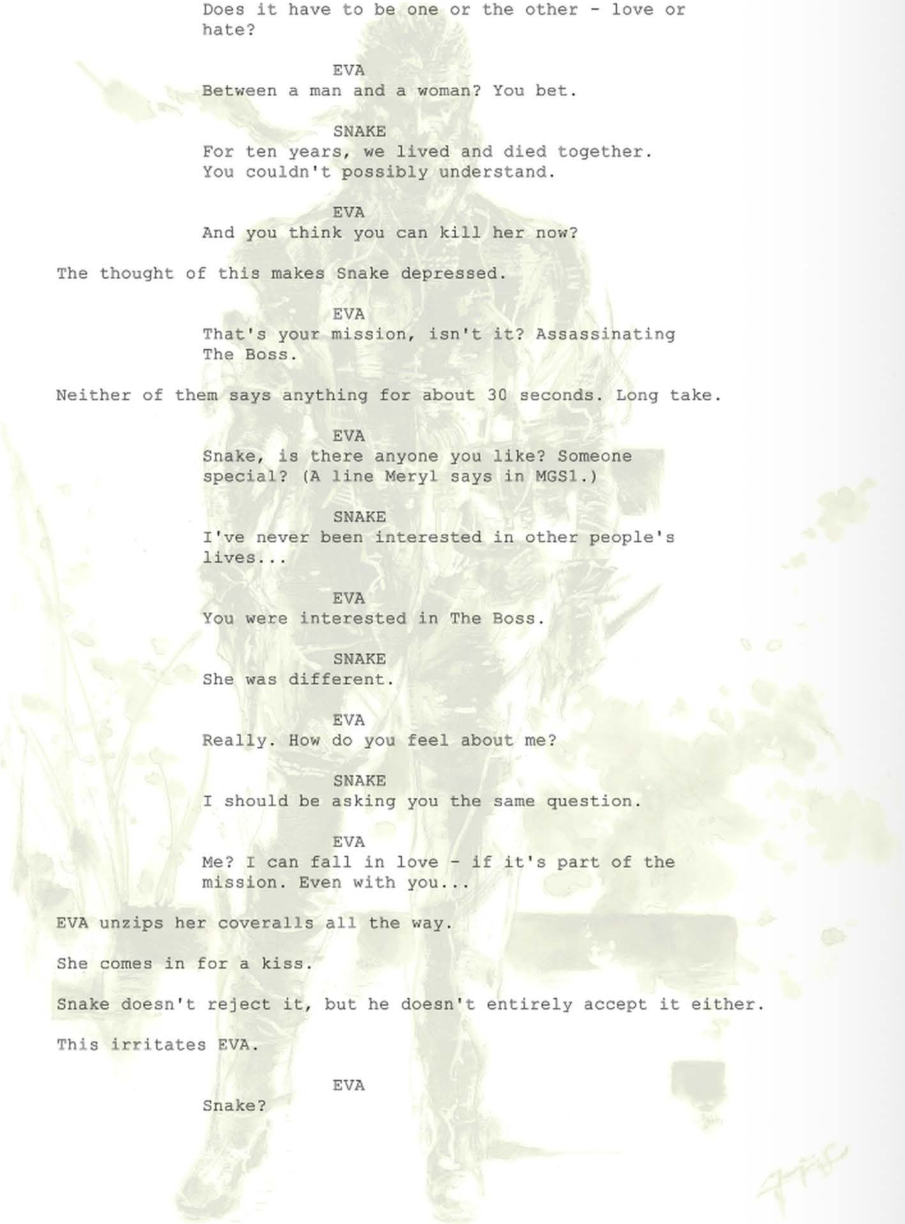
EVA
Deeper?

SNAKE
Half of me belongs to The Boss.

EVA
Do you love her?

SNAKE
No, nothing like that.

EVA
Do you hate her?



SNAKE
Does it have to be one or the other - love or hate?

EVA
Between a man and a woman? You bet.

SNAKE
For ten years, we lived and died together. You couldn't possibly understand.

EVA
And you think you can kill her now?

The thought of this makes Snake depressed.

EVA
That's your mission, isn't it? Assassinating The Boss.

Neither of them says anything for about 30 seconds. Long take.

EVA
Snake, is there anyone you like? Someone special? (A line Meryl says in MGS1.)

SNAKE
I've never been interested in other people's lives...

EVA
You were interested in The Boss.

SNAKE
She was different.

EVA
Really. How do you feel about me?

SNAKE
I should be asking you the same question.

EVA
Me? I can fall in love - if it's part of the mission. Even with you...

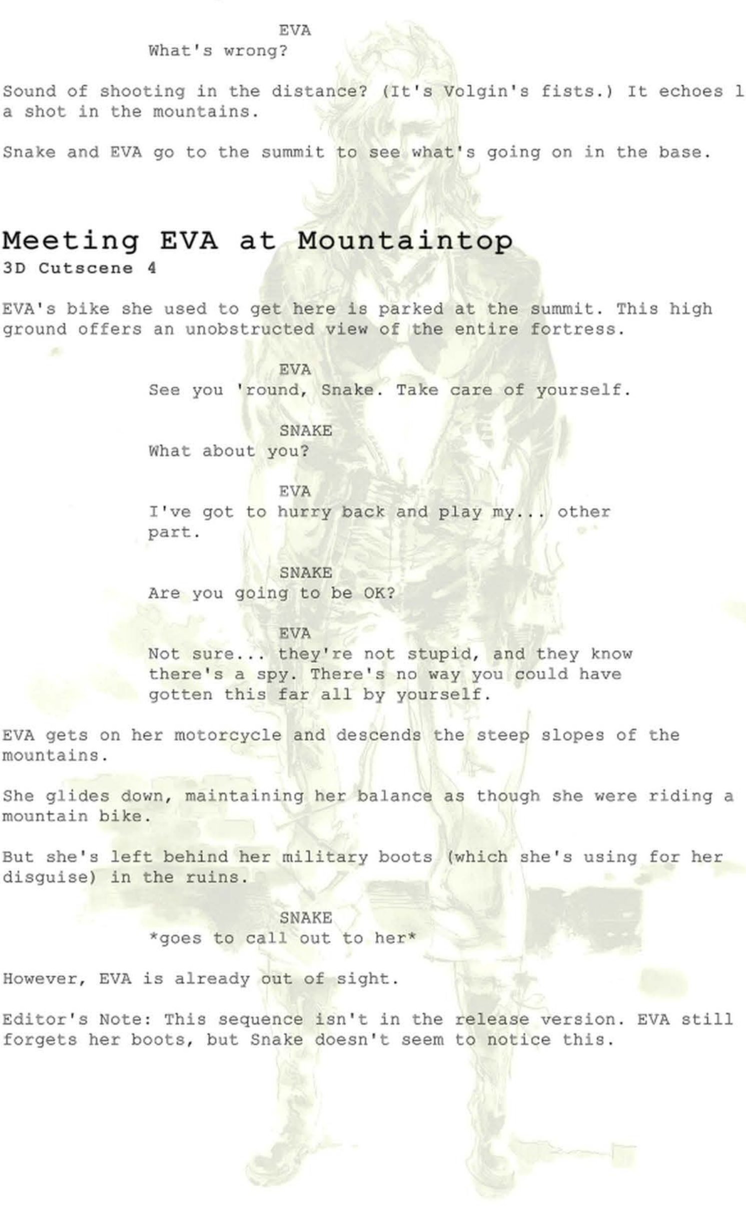
EVA unzips her coveralls all the way.

She comes in for a kiss.

Snake doesn't reject it, but he doesn't entirely accept it either.

This irritates EVA.

EVA
Snake?



EVA
breathing as she engages in a one-sided kissing

EVA
What's wrong?

Sound of shooting in the distance? (It's Volgin's fists.) It echoes like a shot in the mountains.

Snake and EVA go to the summit to see what's going on in the base.

Meeting EVA at Mountaintop

3D Cutscene 4

EVA's bike she used to get here is parked at the summit. This high ground offers an unobstructed view of the entire fortress.

EVA
See you 'round, Snake. Take care of yourself.

SNAKE
What about you?

EVA
I've got to hurry back and play my... other part.

SNAKE
Are you going to be OK?

EVA
Not sure... they're not stupid, and they know there's a spy. There's no way you could have gotten this far all by yourself.

EVA gets on her motorcycle and descends the steep slopes of the mountains.

She glides down, maintaining her balance as though she were riding a mountain bike.

But she's left behind her military boots (which she's using for her disguise) in the ruins.

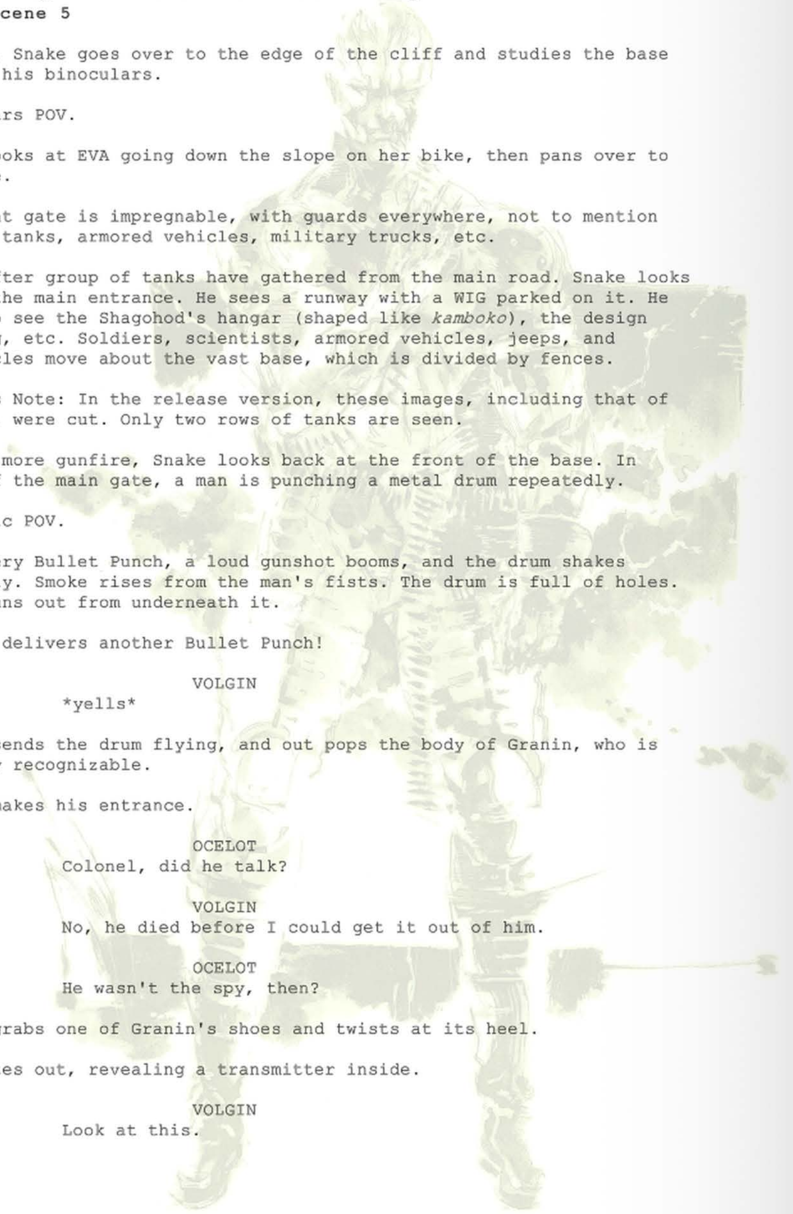
SNAKE
goes to call out to her

However, EVA is already out of sight.

Editor's Note: This sequence isn't in the release version. EVA still forgets her boots, but Snake doesn't seem to notice this.

Meeting EVA at Mountaintop

3D Cutscene 5



Daytime. Snake goes over to the edge of the cliff and studies the base through his binoculars.

Binoculars POV.

Snake looks at EVA going down the slope on her bike, then pans over to the base.

The front gate is impregnable, with guards everywhere, not to mention rows of tanks, armored vehicles, military trucks, etc.

Group after group of tanks have gathered from the main road. Snake looks beyond the main entrance. He sees a runway with a WIG parked on it. He can also see the Shagohod's hangar (shaped like *kamboko*), the design building, etc. Soldiers, scientists, armored vehicles, jeeps, and motorcycles move about the vast base, which is divided by fences.

Editor's Note: In the release version, these images, including that of the WIG, were cut. Only two rows of tanks are seen.

Hearing more gunfire, Snake looks back at the front of the base. In front of the main gate, a man is punching a metal drum repeatedly.

Cinematic POV.

With every Bullet Punch, a loud gunshot booms, and the drum shakes violently. Smoke rises from the man's fists. The drum is full of holes. Blood runs out from underneath it.

The man delivers another Bullet Punch!

VOLGIN
yells

Volgin sends the drum flying, and out pops the body of Granin, who is scarcely recognizable.

Ocelot makes his entrance.

OCELOT
Colonel, did he talk?

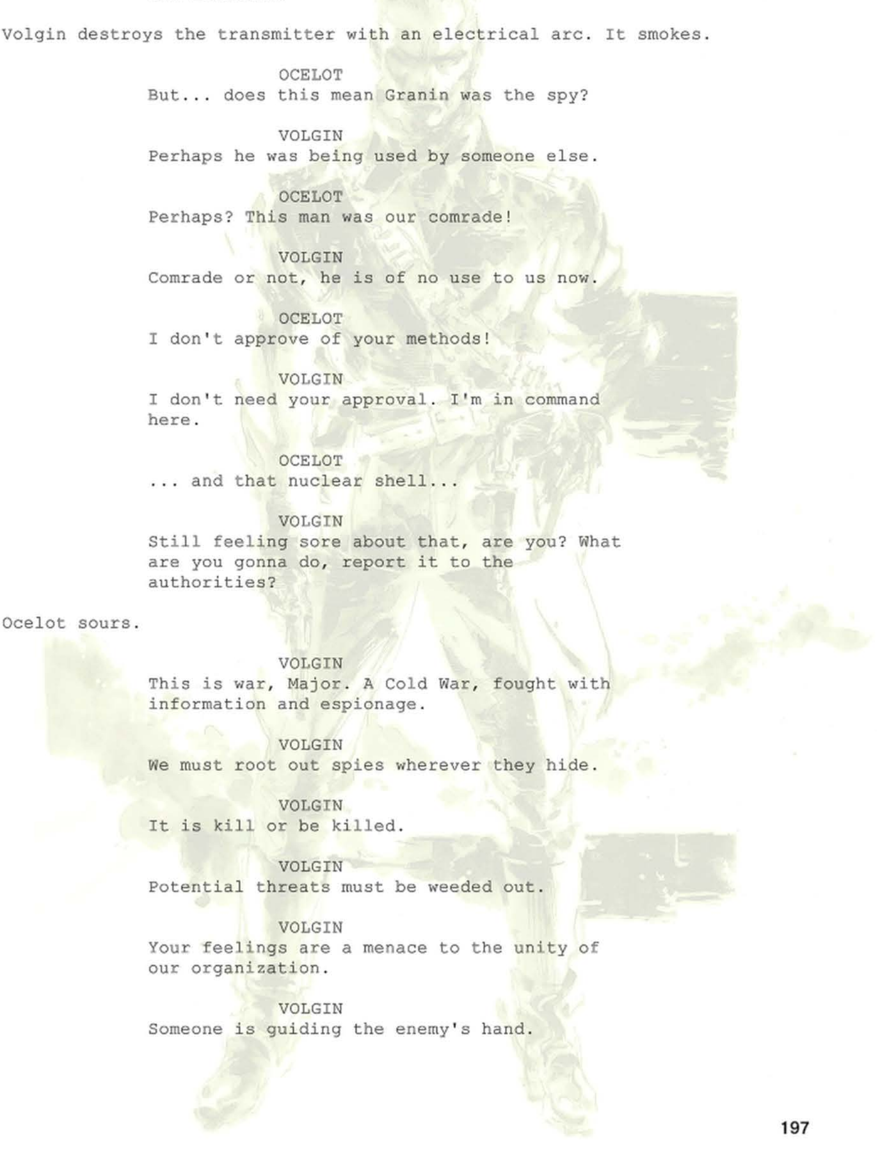
VOLGIN
No, he died before I could get it out of him.

OCELOT
He wasn't the spy, then?

Volgin grabs one of Granin's shoes and twists at its heel.

It rotates out, revealing a transmitter inside.

VOLGIN
Look at this.



OCELOT
A transmitter?

VOLGIN
Exactly. Planted to keep someone informed of his location.

Volgin destroys the transmitter with an electrical arc. It smokes.

OCELOT
But... does this mean Granin was the spy?

VOLGIN
Perhaps he was being used by someone else.

OCELOT
Perhaps? This man was our comrade!

VOLGIN
Comrade or not, he is of no use to us now.

OCELOT
I don't approve of your methods!

VOLGIN
I don't need your approval. I'm in command here.

OCELOT
... and that nuclear shell...

VOLGIN
Still feeling sore about that, are you? What are you gonna do, report it to the authorities?

Ocelot sours.

VOLGIN
This is war, Major. A Cold War, fought with information and espionage.

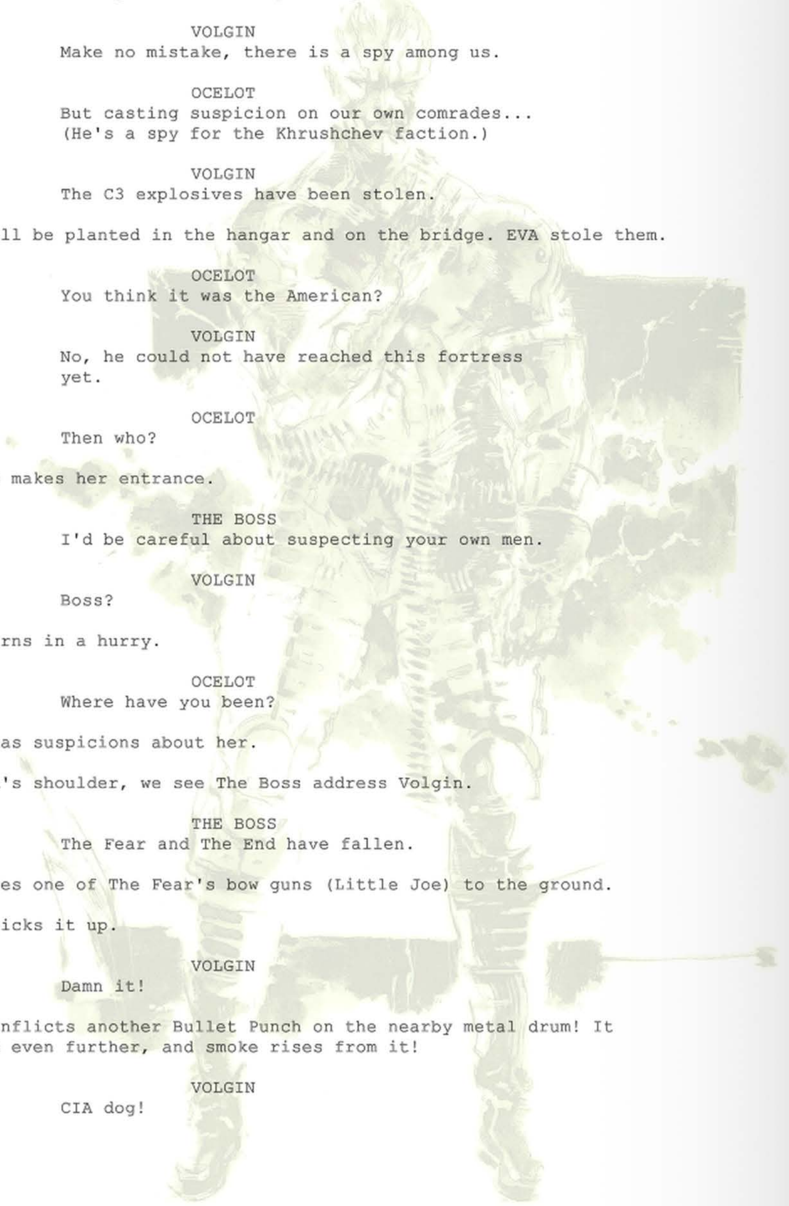
VOLGIN
We must root out spies wherever they hide.

VOLGIN
It is kill or be killed.

VOLGIN
Potential threats must be weeded out.

VOLGIN
Your feelings are a menace to the unity of our organization.

VOLGIN
Someone is guiding the enemy's hand.



VOLGIN
A single man can only accomplish so much.

VOLGIN
Make no mistake, there is a spy among us.

OCELOT
But casting suspicion on our own comrades...
(He's a spy for the Khrushchev faction.)

VOLGIN
The C3 explosives have been stolen.

These will be planted in the hangar and on the bridge. EVA stole them.

OCELOT
You think it was the American?

VOLGIN
No, he could not have reached this fortress yet.

OCELOT
Then who?

The Boss makes her entrance.

THE BOSS
I'd be careful about suspecting your own men.

VOLGIN
Boss?

EVA returns in a hurry.

OCELOT
Where have you been?

Ocelot has suspicions about her.

Over EVA's shoulder, we see The Boss address Volgin.

THE BOSS
The Fear and The End have fallen.

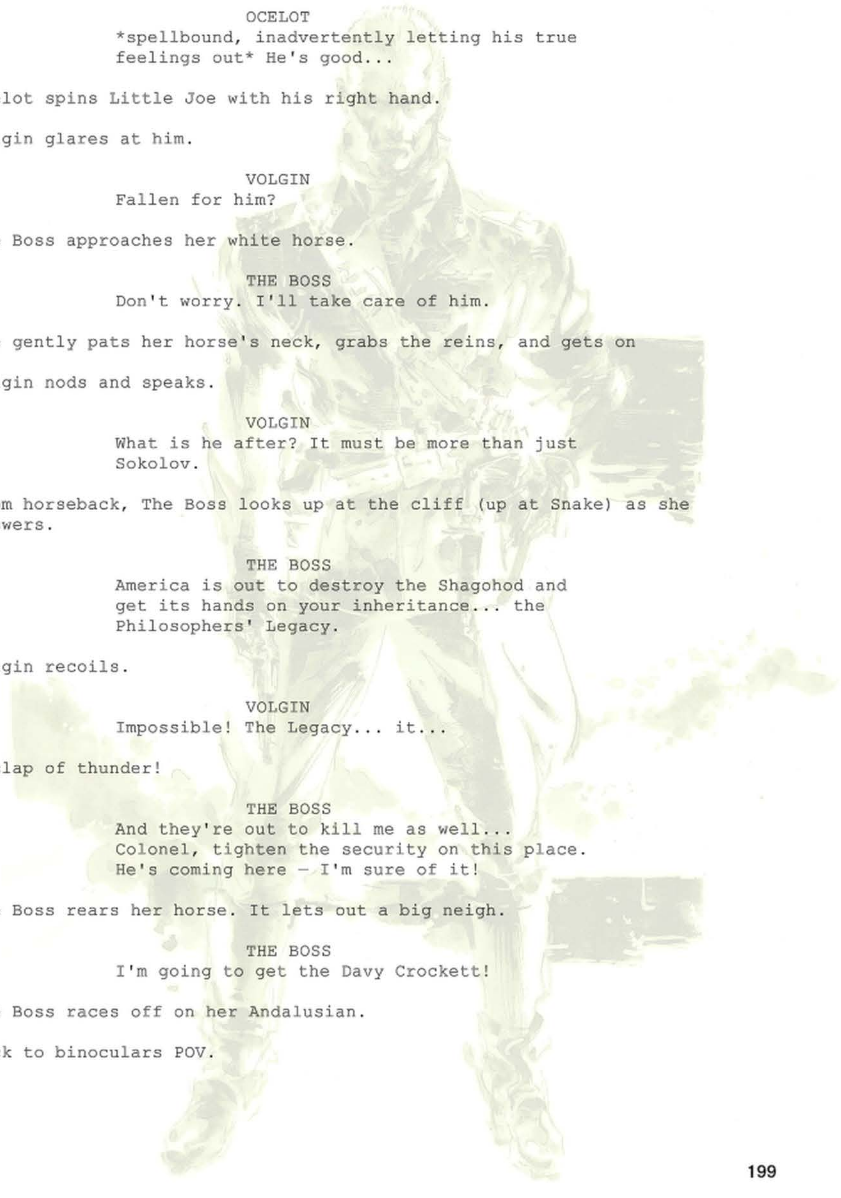
She tosses one of The Fear's bow guns (Little Joe) to the ground.

Ocelot picks it up.

VOLGIN
Damn it!

Volgin inflicts another Bullet Punch on the nearby metal drum! It contorts even further, and smoke rises from it!

VOLGIN
CIA dog!



VOLGIN
That leaves only The Fury... How can the legendary Cobras be beaten so easily...?

OCELOT
spellbound, inadvertently letting his true feelings out He's good...

Ocelot spins Little Joe with his right hand.

Volgin glares at him.

VOLGIN
Fallen for him?

The Boss approaches her white horse.

THE BOSS
Don't worry. I'll take care of him.

She gently pats her horse's neck, grabs the reins, and gets on

Volgin nods and speaks.

VOLGIN
What is he after? It must be more than just Sokolov.

From horseback, The Boss looks up at the cliff (up at Snake) as she answers.

THE BOSS
America is out to destroy the Shagohod and get its hands on your inheritance... the Philosophers' Legacy.

Volgin recoils.

VOLGIN
Impossible! The Legacy... it...

A clap of thunder!

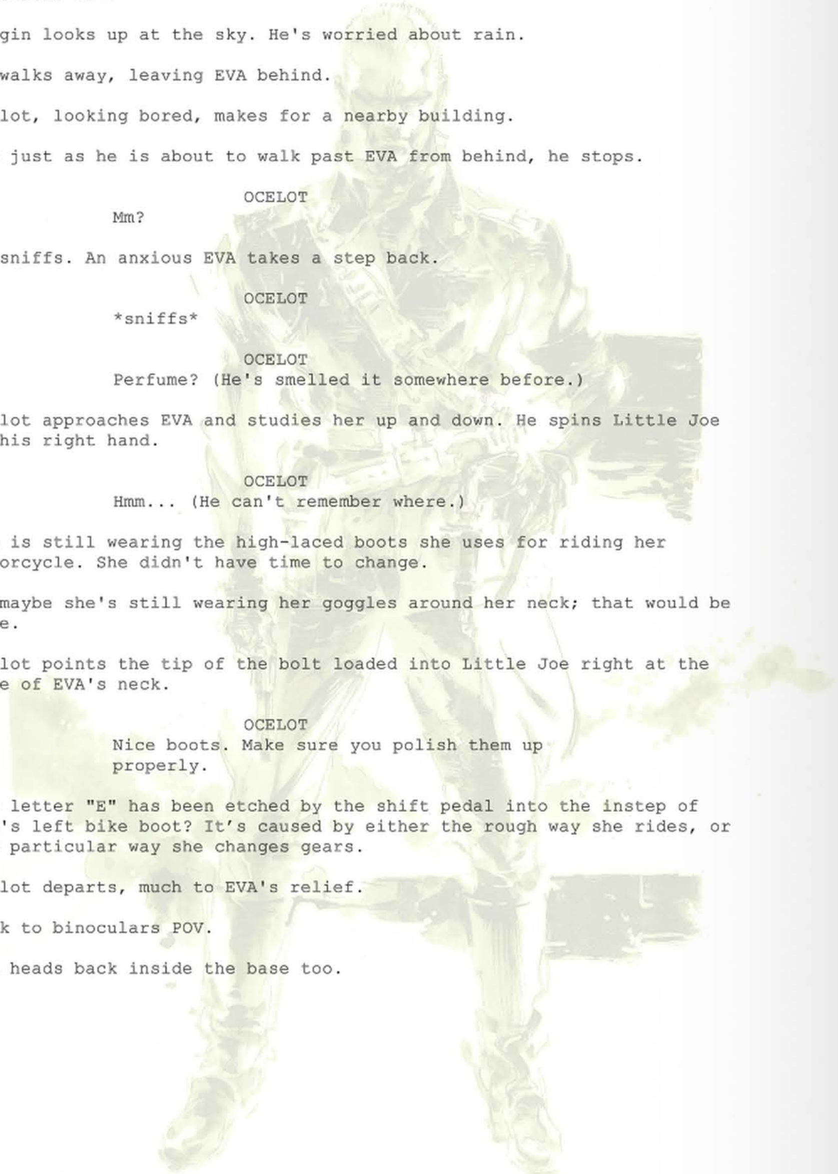
THE BOSS
And they're out to kill me as well... Colonel, tighten the security on this place. He's coming here – I'm sure of it!

The Boss rears her horse. It lets out a big neigh.

THE BOSS
I'm going to get the Davy Crockett!

The Boss races off on her Andalusian.

Back to binoculars POV.



Snake follows The Boss with his binoculars. The Sorrow is riding on the back of her horse.

Cinematic POV.

Volgin looks up at the sky. He's worried about rain.

He walks away, leaving EVA behind.

Ocelot, looking bored, makes for a nearby building.

But just as he is about to walk past EVA from behind, he stops.

OCELOT
Mm?

He sniffs. An anxious EVA takes a step back.

OCELOT
sniffs

OCELOT
Perfume? (He's smelled it somewhere before.)

Ocelot approaches EVA and studies her up and down. He spins Little Joe in his right hand.

OCELOT
Hmm... (He can't remember where.)

EVA is still wearing the high-laced boots she uses for riding her motorcycle. She didn't have time to change.

Or maybe she's still wearing her goggles around her neck; that would be fine.

Ocelot points the tip of the bolt loaded into Little Joe right at the side of EVA's neck.

OCELOT
Nice boots. Make sure you polish them up properly.

The letter "E" has been etched by the shift pedal into the instep of EVA's left bike boot? It's caused by either the rough way she rides, or the particular way she changes gears.

Ocelot departs, much to EVA's relief.

Back to binoculars POV.

EVA heads back inside the base too.

Footnotes

[1] There is a scene in MGS1 where Ocelot utters the same parting shot.

[2] REX and RAY are both names for Metal Gears. REX appears in MGS1, RAY in MGS2.

[3] A mecha that appears "Zone of the Enders: The 2nd Runner."

Radio Conversations

•Major

Prior to Reaching Relay Station

After Ocelot Unit battle - head for the crevice

ZERO
It looks like you've got rid of all of the Ocelots.

SNAKE
Yeah.

ZERO
Now, proceed with the rescue of Sokolov. According to EVA, you should start by going to the crevice to the north and...

SNAKE
Can we trust her?

ZERO
What's that?

SNAKE
EVA is with the KGB, isn't she? Can I really believe what she says? How do I know she won't double cross me?

ZERO
There are no guarantees in espionage, Snake. Only calculated guesses.

ZERO
At this point in time, the KGB stands nothing to gain by stabbing us in the back.

SNAKE
So you're saying I can trust her?

ZERO
I'm saying the chance that she'll betray you is low.

SNAKE
...

ZERO
Of course, we checked the route she gave you against our own data.

ZERO
It looks like a pretty solid infiltration route. It makes good use of weak spots in the enemy's defenses. You shouldn't have any problems.

ZERO

Follow the route EVA showed you and proceed with the mission.

SNAKE

Roger.

After Ocelot Unit battle - head for the crevice (2)

ZERO

First, enter the cave through the crevice. EVA said it was to the north. So head that way.

The jungle's dangerous at night

ZERO

EVA was right when she said that operating in an unknown jungle at night is extremely dangerous.

ZERO

In my former outfit, the SAS, we'd always be sure to set up camp before sunset and wait until daybreak before setting out again.

ZERO

Being able to stay in that abandoned factory made things a lot easier for you. You ought to be thanking EVA.

Adam and Eve

SNAKE

Major, what's this temptation EVA was talking about?

ZERO

In the Old Testament of the Bible, Eve was seduced by a snake into tasting the fruit of knowledge.

ZERO

By eating the forbidden fruit, Adam and Eve disobeyed God's command and were cast out from the Garden of Eden.

ZERO

Thus, it was the snake who led mankind into original sin.

SNAKE

Come to think of it, I did break a rib in the Virtuous Mission. Maybe that's where EVA came from.

ZERO
But the one who tempted Adam into eating the forbidden fruit was Eve.

ZERO
You may be working together, but she's still a KGB operative. Don't let your guard down.

SNAKE
I don't intend to.

Crocodile-infested bottomless swamp

(1)

MAJOR TOM
Snake, be careful of that swamp.

(2)

SNAKE
What's dangerous about it?

MAJOR TOM
It's a bottomless swamp.

SNAKE
A bottomless swamp?

MAJOR TOM
Yes. The mud in that swamp is highly viscous. It will stick to your body like tar. It will be impossible for you to swim.

(3)

MAJOR TOM
If you get swallowed by the bottomless swamp, you won't be able to escape on your own.

MAJOR TOM
Once you sink down to about head-level you'll be trapped for good. Make sure you get out before that happens.

(4)

SNAKE
So, I have to make sure I don't sink too far. Got it.

MAJOR TOM
Snake, wait.

SNAKE
There's more (to look out for)?

MAJOR TOM
Yes.

SNAKE
What?

MAJOR TOM
Crocodiles.

(5)

SNAKE
Crocodiles?

MAJOR TOM
Yes.

SNAKE
Crocodiles? Like the reptile...

MAJOR TOM
That's correct. More accurately, they're Indian Gavials.

SNAKE
What are crocs doing deep in this forest?

MAJOR TOM
You'll have to ask Para-Medic about that one. Para-Medic?

PARA-MEDIC
Yes.

(6)

PARA-MEDIC
The Indian Gavial is a crocodile that originally lived in freshwater regions in India and Nepal.

SNAKE
Why are Indian crocodiles way out here?

PARA-MEDIC
They're captive crocodiles that were brought here for research purposes, but escaped and became wild again.

PARA-MEDIC
Indian Gavials are large creatures - adult males grow to over six meters in length.

(7)

PARA-MEDIC
You'll never catch one alive. Even if you use
the tranquilizer gun.

(8) *before eating

SNAKE
Got it. So, how do they...

PARA-MEDIC
Taste? Yes, I did look into that. You know
what they always say - tastes like chicken!

SNAKE
Sounds delicious.

(9) *after eating

SNAKE
I tried the meat - it was great!

PARA-MEDIC
Well, good for you.

(10)

PARA-MEDIC
But be careful when capturing an Indian
Gavial. Normally, they're cowardly creatures,
but the ones in the forest there are
belligerent. Apparently they attack humans.

SNAKE
What do you mean?

PARA-MEDIC
They weren't the direct subject of any
serious research, but some think they may
have become violent as a side-effect of the
atomic research that was conducted nearby.

Watch out for crocs

ZERO
Snake, you'll be helpless if a crocodile
attacks you in the water.

ZERO
You can't see behind you when you're
swimming. So if you're in a crocodile-
infested swamp, keep an eye on your six.

ZERO
Also, by using your sensors, you should be
able to detect crocodiles before they get too
close.

Watch out with swamps

ZERO
That swamp seems pretty deep. It's probably deep enough to dive underwater and swim around.

-->Major Zero Radio Conversation: Swimming explanation (2)

Barbed wire - traps

(1)
*If player calls after getting caught in trap

ZERO
Snake, that area appears to be rigged with quite a few traps.

SNAKE
Tell me about it.

ZERO
The best way to avoid danger is to get some inside information.

SNAKE
Inside information?

(2)

ZERO
EVA is a KGB spy placed in the ranks of GRU. She probably knows a lot about what's going on. You might try asking her.

(3)

ZERO
EVA's frequency is 142.52.

(4)

ZERO
Another good way to get inside info is to capture and interrogate one of their sentries.

Electric fences

(1)

ZERO
Snake, be careful. That barbed wire is electrified, and you'll get a shock if you touch it.

(2)
*After getting intel from EVA

ZERO
Didn't EVA say that the barbed wire doesn't receive proper maintenance?

(3)

ZERO
Look carefully at the bottom of the barbed wire. There might be a gap somewhere.

ZERO
If you find an opening, crawl through it flat on the ground.

Barbed wire area - landmines

(1)

ZERO
That area is reportedly planted with Claymore mines.

ZERO
Claymores pack quite a punch. Don't risk heavy injury. Be careful.

(2)

ZERO
Claymores are not completely buried in the ground. If you look closely enough, you can tell where they've been hidden.

(3)

ZERO
You can also pick up Claymore mines by crawling over them. It'll be useful if you recover a few of the enemy's traps.

Barbed wire area - drop down from a tree

ZERO
Snake, look at that tree. See how the branches extend out to the other side of the barbed wire?

ZERO
I'll bet you could climb the tree, move from branch to branch, and drop down on the other side.

•EVA

Prior to Reaching Relay Station

Yakushima Jungle B (Chyornyj Prud)

(1)

EVA

That area is known as Chyornyj Prud. The name means something like "the black shore" in Russian.

EVA

It got its name from the deep swamp that covers the area.

(2)

EVA

The crocodiles in that swamp are extremely vicious.

EVA

Apparently, they've already chewed up a bunch of soldiers out on patrol. Now no one even dares to go near the swamp.

EVA

They said that most of the soldiers who were killed were attacked from behind while they were in the water. You be careful out there.

(3)

EVA

The crevice that leads to the cave is still a ways to the north. Keep heading that way.

Head for the crevice

(1)

EVA

The lab where Sokolov is being held is located in a mountain range known as Graniny Gorki.

(2)

EVA

First, head for the crevice, Bolshaya Past. Go north and you'll come to a relay station.

(3)

EVA

Pass north through the relay station and you'll reach the crevice. Go down through the crevice and you'll find yourself in a cave known as Chyornaya Peschera.

(4)

EVA

Once you pass through the cave, you'll come out in Ponizovje - an aqueduct that's overgrown with mangrove.

(5)

EVA

Follow the aqueduct to the north and you should arrive at a warehouse.

(6)

EVA

Pass north through the warehouse and you'll emerge in the southern part of Graniny Gorki, just south of the lab.

(7)

EVA

Start out by heading north.

Swamp - traps

*Call comes in after getting caught in trap

(1)

EVA

Snake, be careful. I might not have told you this yet, but that swamp is rigged with traps.

(2)

SNAKE

Tell me about it. (He's already gotten caught in one.)

EVA

So you know already?

SNAKE

Yeah.

EVA

Well, then you're all set. (Doesn't realize what he's getting at.)

(3)

EVA

The traps in that area are set to go off when a rope stretched along the ground is disturbed.

EVA

Keep a close eye on the ground and make sure you don't trip over a rope.

(4)

EVA

I mean, far be it for me to call you an idiot who can't avoid even the simplest of traps. But you know.

SNAKE

disheartened Rrgh...

EVA

What's the matter?

SNAKE

Nothing... never mind...

EVA

???

Dremuchij

*Player has to backtrack considerably for this to occur

(1)

EVA

That forest is known as Dremuchij. It means "the untouched forest" in Russian.

EVA

The name says it all - Dremuchij is a pristine jungle at the far edge of Tselinoyarsk, untouched by human hands.

EVA

The forest is so dense that large units can't penetrate it, making it a natural defense. That's why Sokolov's research facility and Groznyj Grad were built here.

(2)

EVA

... But more to the point, what are you doing all the way out there? You're not thinking of abandoning the mission are you? Get back to the north.

Dolinovodno

*Player has to backtrack considerably for this to occur

(1)

EVA

That area is called Dolinovodno. The name means "forest of the canyon."

EVA

It probably got that name from the chasm that divides the jungle in two.

EVA

The rope bridge at the center was hastily constructed to enable them to patrol Dremuchij.

(2)

EVA

Speaking of which, what are you doing all the way back there? Get back to the north, now.

Rassvet

EVA

That area is known as Rassvet. It means "dawn" in Russian.

EVA

The area got that name when the factory was first constructed.

EVA

But the factory ended up being closed down, and Tselinoyarsk was reborn as a secret research center and military fortress.

EVA

The crevice that leads to the cave is still a ways to the north. Keep heading that way.

Crevice (Bolshaya Past)

EVA
Good, you made it to Bolshaya Past.

EVA
The name Bolshaya Past means something close to "the great cavity."

EVA
It probably got that name from the crevice to the north.

EVA
There's a fortified area in the southern part of Bolshaya Past that's strung with barbed wire. To the north of that is a relay station that serves as both a depot for materials shipments and a communication facility.

EVA
The crevice leading to the cave is located to the north of the relay station. Head north.

Barbed wire - go north

EVA
The crevice that leads to the cave is to the north of your current location. Keep heading north.

Electrified barbed wire

(1)

EVA
Snake, the barbed wire in that area has a high-voltage electric current running through it.

(2)

EVA
You'll get electrocuted if you touch that barbed wire. So don't.

(3)

SNAKE

Electrified barbed wire, huh. Looks like I'll have to find another way around...

EVA

That won't be necessary.

SNAKE

It won't?

EVA

Nope.

EVA

Electrified barbed wire is a formidable barrier, but it's a pain in the neck to maintain.

EVA

Apparently it's always breaking down because wild animals keep running into it. But the word is they don't have enough personnel to fix it.

(4)

EVA

If you look closely at the bottom of the barbed wire, you should be able to spot a hole somewhere. Try crawling your way through there.

Barbed wire area - watch out for dogs

EVA

Snake, sorry if I forgot to tell you, but they've got attack dogs prowling that area. If they find you, you'll be in for a rough time.

EVA

Attack dogs are trained for fighting, and you won't be able to shake them off so easily. If they bark at you, it'll alert nearby patrols to your presence.

EVA

Be careful not to get spotted by those dogs.

Barbed wire area - clappers

(1)

EVA
Snake, that area is rigged with clappers.

(2)

SNAKE
Clappers?

(3)

EVA
That's right. Didn't I tell you already?

SNAKE
No.

EVA
Oh. It must have slipped my mind.

SNAKE
...

(4)

EVA
Clappers are a type of alarm system. It's set up so that when a rope stretched along the ground is disturbed, it makes a noise.

EVA
When a clapper goes off, the enemy will go into Alert Phase, and any nearby patrols will come and start sweeping the area.

EVA
Keep a close eye on the ground and try not to trip any ropes.

Stolen from a safe

(1)

SNAKE
EVA, about the .45 and the Mk22 you showed me...

EVA
Yeah?

SNAKE
You said you got them from a vault full of Western weapons, right?

EVA
That I did.

(2)

SNAKE
How? A vault full of secret Western technology should be under strict surveillance.

EVA
You really want to know?

SNAKE
Yeah.

EVA
Really?

SNAKE
Yes.

EVA
Well, I'm not telling anyway.

SNAKE
Why not?

EVA
It'd be a waste of time.

SNAKE
A waste of time?

EVA
Even if I explained how I did it, you'd never be able to do it yourself. (She used the power of being a woman.)

SNAKE
What does that mean?

EVA
Exactly what it sounds like.

•Sigint

Prior to Reaching Relay Station

Carving a CQC grip

(1)

SIGINT
Hey Snake, remember back at the abandoned factory when you whittled the grip of that .45 down?

SNAKE
Yeah.

SIGINT
I've never heard of a customization like that before. Why the grip?

SNAKE
To fit it with a knife.

SIGINT
A knife? You're gonna keep the knife and the gun both at the ready?

SNAKE
That's the idea.

SIGINT
Why would you want to do that?

SNAKE
Sometimes a knife works better in close proximity encounters.

SNAKE
So I equip both at the same time. That way I can switch back and forth in an instant.

SIGINT
Bad ass... So that's that...

SNAKE
... CQC.

EVA's bike

SIGINT
You know that army motorcycle that EVA was riding? That's a replica of a German model.

SNAKE
A replica?

SIGINT
After World War II, the Soviets confiscated an entire assembly line from a German motorcycle factory - machines and all.

SNAKE
And then they took it back with them and started producing replicas?

SIGINT
Exactly. Originally, that motorcycle was designed to be used with a sidecar attached.

SIGINT
That means it's got enough power to drag a 200-plus pound sidecar around.

SNAKE
So that's how she could pull off all those crazy stunts. (Remembers EVA's acrobatic driving.)

SIGINT
Mm-hmm. Of course, it takes a lot of skill to be able to control that much power. That EVA chick is something else.

EVA's Mauser

SIGINT
Snake, you said EVA said her Mauser was a Type 17, right?

SNAKE
Yeah. What about it?

SIGINT
That model was produced in the 1920's in a weapons lab in the Shanxi Province in China.

SIGINT
The cartridge part sticks out lower than the original to accommodate .45 caliber rounds. The barrel and chamber are a little bit thicker, too.

SIGINT
But most telling of all, it's got Chinese characters engraved on both sides of the frame, like you saw.

SIGINT
And that firing stance EVA was talking about where you hold the gun horizontally - that's a trademark of the Chinese.

SIGINT
The gun is held horizontally, with the index finger resting along the frame and the middle finger on the trigger, as though pointing at a person with a finger.

SIGINT
Just like you were saying, when you're firing in full-auto mode, the muzzle-jump effect gives you a horizontal strafing motion.

SIGINT
They say it's especially deadly in indoor and close range mop-up actions. The Japanese called it "Bandit Shooting" and used to dread it.

SIGINT
Makes you wonder where she learned to shoot like that.

Claymore mines

(1)

SIGINT
Snake, it looks like there are Claymore mines planted all over that area.

(2)

SIGINT
Claymores are a new type of anti-personnel mine produced in America.

SIGINT
The ones you see there must have either been stolen or recovered from a battlefield in Southeast Asia.

SIGINT
And what's more, our Russian friends seem to have modified these Claymores with a special type of sensor.

SIGINT
If you get anywhere near them, BANG! - you're toast... Watch your step.

(3)

SIGINT
Claymores can be picked up by crawling over them. If you come across a minefield, try crawling through it.

Clapper traps

(1)

SIGINT
Snake, watch yourself. That area has been rigged with clappers.

(2)

SIGINT
A clapper is a kind of warning device used to detect intruders.

SIGINT
It's made of a rope stretched close to the ground with empty cans attached to it. When the rope is tripped, the cans rattle around and make a loud noise.

SIGINT
That'll probably put the enemy into Caution Phase. They'll come looking for you where the rope was tripped.

SIGINT
If you think an area's been rigged with a clapper, watch your step. If you do spot a rope, back up. Find a way around.

SIGINT
If that's too much of a pain, try rollin' over it.

SIGINT
And if, by any chance, you do happen to set off a clapper, you'd better split before the enemy gets there.

(3)

SIGINT
Of course, clappers are already pretty outdated. In the 21st century, they'll all be replaced by infrared sensors. (The trap item in previous MGS games that corresponds to the clappers is the infrared sensors.)

SNAKE
Infrared?

SIGINT
Yeah. Instead of a rope, it's an invisible beam of light that sets off an alarm when you interrupt it.

SNAKE
But there's no way to avoid something like that.

SIGINT

Nah. Every time someone comes up with a new trap, someone else comes up with a way to get around it.

SIGINT

And it's usually a lot less high-tech than the trap itself. (In MGS, the player can use cigarette smoke to see the infrared beams.)

SIGINT

After all, the best technology is worthless unless you know how to use it.

•Major

Prior to Reaching Crevice

Head north

(1)

ZERO

Good, you've reached the relay station. But stay alert. That station is an enemy strong point. The security is bound to be tight.

(2)

SNAKE

But there's no other way to get to the crevice if I don't make it through.

ZERO

Exactly.

(3)

ZERO

The crevice leading to the cave is in the north of that area. Find a way to slip past the enemy and head north.

Gun emplacements

(1)

ZERO

There's a gun emplacement installed over there.

ZERO

A gun emplacement is a grave threat in the enemy's hands, but a valuable weapon if you can occupy it.

(2)

ZERO
Stand next to a gun emplacement and press the Action Button to operate it.

ZERO
Press the Weapon Button to fire. You can use the Aim Button to zoom in on a target. Be aware, though, that the gun's ammo supply is limited.

ZERO
To move away from a gun emplacement, press the Action Button once again.

Hind explanation

(1)
*Outgoing call when near Hind parked at heliport, first time

SNAKE
Major.

ZERO
What is it?

SNAKE
That attack chopper is parked on the heliport.

ZERO
The one from before?

SNAKE
Yeah. The one that was took away the Shagohod during the Virtuous Mission.

(2)

ZERO
Perhaps it's an armed variation of the Mi-8 Hip?

SNAKE
No. Some of it looks the same, but the overall shape is different. It's got stub wings, and the cockpit canopy looks like an angular greenhouse.

SIGINT
No kidding. Then it must be some kind of new model.

SIGINT
I've heard stories recently that the Soviets are developing a "flying infantry combat vehicle." That's got to be it.

SNAKE
A flying infantry combat vehicle?

SIGINT
Yeah. A transport chopper with troop carrying capabilities.

SIGINT
Think of it as a attack-transport chopper version of France's AMX-VCI or the Soviet BMP.

SIGINT
They must be doing field tests on the initial prototype.

SNAKE
A next-generation chopper that's a little smaller than the Hip... Maybe we should call it a Hind.

SIGINT
Hmm, not bad. It's cool with me.

ZERO
Then it's settled. We'll refer to that new-type helicopter as a Hind from now on.

(3)

ZERO
The Hind you see parked at the heliport must not be ready to fly. You don't need to worry about it taking off.

ZERO
If you're going to destroy it, now might be your chance.

•EVA

Prior to Reaching Crevice

Heliport - the crevice is to the north

EVA

The crevice leading to the cave is to the north of that base. Keep heading north.

Heliport - armory and provisions storehouse

(1)

EVA

Snake, there's a provisions storehouse in the center of that area, and an armory to the northeast.

EVA

By destroying them, you should be able to cut off supplies to the enemy in that area.

(2)
*If player doesn't have an AK

EVA

I heard they've got AKs stored in the armory. You might want to check it out.

Heliport - Hind

*After seeing Hind parked at the heliport

(1)

SNAKE

EVA...

EVA

Hmm?

SNAKE

There's an attack helicopter docked at the heliport.

EVA

Oh.

EVA

It's an attack chopper currently being developed at Groznyj Grad. They're using it as a patrol craft while they conduct tests... Didn't I tell you?

SNAKE

... Uh, no.

(2)

EVA
The helicopter docked there is probably in for maintenance right now, so you won't have to worry about it taking off. If you're thinking of destroying it, now's your chance.

(3)

SNAKE
Sounds like a plan. But how?

EVA
Huh?

SNAKE
There's no way I'm going to punch through that armor with an assault rifle. Isn't there a weapon somewhere that can do some real damage?

EVA
You'll just have to figure that out yourself. (She hasn't really thought about it before.)

Heliport - Hind - escape craft

SNAKE
EVA, is that attack chopper the escape route you were talking about?

EVA
No, that thing doesn't have enough range for us to escape in.

SNAKE
So what are we going to use?

EVA
Something you've never been in before.

SNAKE
Something I've never been in?

EVA
That's right. I think you'll be pleasantly surprised. (She's secured a state-of-the-art, wing-in-ground-effect aircraft.)

Communications equipment

EVA
Snake, that base also serves as a radio relay station. If you destroy the communications equipment, that should disable radio contact to the enemy HQ.

Letting Ocelot go

EVA
Tell me something, Snake. Why did you let Ocelot get away?

SNAKE
I thought I told you already.

EVA
Because he's still a kid?

SNAKE
Yeah.

EVA
Pretty lame excuse if you ask me.

SNAKE
You think so?

EVA
Yeah, I do.

SNAKE
... Maybe you're right. (He himself doesn't really know yet why he saved him.)

The Ocelot Unit

SNAKE
EVA, what kind of unit are those Ocelots I fought a little while ago?

EVA
The Ocelot Unit is an elite group composed of soldiers hand-picked from among the ranks of Spetsnaz, the special forces wing of GRU.

EVA
They've undergone even more rigorous training than regular Spetsnaz. Their skill with weapons is the stuff of legends.

EVA
You'll find they're much better shots than the rest of GRU. Watch yourself.

Where are you, EVA?

SNAKE
EVA, where are you now?

EVA
I told you, didn't I? I'm right near the Colonel.

SNAKE
Pretty weak answer if you ask me.

EVA
I suppose you're right.

SNAKE
EVA...

EVA
Snake, I'm under orders to cooperate with you, but that doesn't mean I have to tell you everything I know.

EVA
I would assume the same applies to you, too.

SNAKE
...

•Sigint

Prior to Reaching Crevice

Gun emplacements

(1)

SIGINT
Those gun emplacements are DShKs, a large-caliber machine gun officially adopted by the Soviet army in 1939.

SIGINT
The name "DShK" comes from the initials of the two creators - Degtyarev and Shpag in - plus the Russian word for large caliber.

SIGINT
They saw a lot of action in World War II. The Russians used them as anti-aircraft and anti-armor guns for position defense, vehicle turrets, and infantry support.

SIGINT
The combined weight of the gun and the emplacements is almost 350 pounds. So you can forget about picking one up and taking it with you.

SIGINT
The gun is gas-powered and capable of spitting out 550 rounds a minute on a belt-feed system.

SIGINT
Which is bad news for you when the enemy's using it.

SIGINT
Hide behind something and lob a grenade at it, or attack it from outside the emplacement's firing angle. Either way, it's not a good idea to rush at it head on.

SIGINT
Or, you might try using a smoke grenade to put up a smoke screen that'll cover your approach.

(2)

SIGINT
If you manage to get close to a gun emplacement, you can take it over by pressing the Action Button.

SIGINT
The Weapon Button controls the trigger. Beware, though - the ammo supply is limited.

SIGINT
To move away from a gun emplacement, just press the Action Button again. Use it when you need the upper hand.

Hind

*Outgoing call when near Hind parked at heliport, first time

SNAKE
Sigint.

SIGINT
What's up?

SNAKE
The chopper we were talking about is parked at the heliport.

SIGINT
The one that was hauling the Shagohod in the Virtuous Mission?

SNAKE
Yeah.

-->Major Zero Radio Conversation: Hind explanation (2)

•Major

Ocelot Battle

Ocelot battle – basics

(1)

ZERO
Snake, the only way to proceed is to fight. You have to defeat Ocelot.

ZERO
You can't jump over that crevice. And hand-to-hand combat is out of the question. You'll have to shoot it out with him.

(2)

ZERO
Take cover behind something and wait for an opening, then attack him in First Person View.

Attack when he's reloading

ZERO
Ocelot is using a revolver. Revolvers take a long time to reload when they run out of bullets.

ZERO
When he stops to reload, that's your chance to attack.

Ocelot battle – ricochets

ZERO
Ocelot can use ricochet shots to attack!? Then you won't be safe anywhere, not even behind an obstacle.

ZERO
Don't stay in one spot for too long, or you'll make yourself an easy target. Stay alert!

Ocelot battle – crevice

ZERO
Snake, you won't survive a fall into that crevice. Make sure you don't fall into it while rolling by mistake.

Ocelot battle - higher ground

ZERO
Even if Ocelot hides in a blind spot, you can still shoot him from up in the trees. If he hides from you, climb a tree and attack him from there.

Ocelot battle - a duel

ZERO
I think what Ocelot really wants is a showdown with you. As long as you keep your gun holstered, he'll probably do the same.

ZERO
This will be a quick-draw contest. You'd better have sharp reflexes. Watch Ocelot in First Person View. When you see an opening, quickly draw your gun and shoot him!

•EVA

Ocelot Battle

Ocelot battle - general

(1)

EVA
Ocelot is a force to be reckoned with. Don't even think about running away. The only way to proceed with the mission is to defeat him.

(2)

EVA
They say that Ocelot can hit targets hiding behind obstacles by using ricochet shots. Rocks and trees won't protect you.

EVA
If you stay too long in the same spot, you'll only be making yourself an easy target. Don't stand still - keep moving!

Ocelot battle - the Ocelot Unit

(1)

EVA
All the exits are being blocked by members of the Ocelot Unit. They're fiercely loyal to Ocelot.

EVA
Even if Ocelot ordered them not to get involved, they might just step in to back him up if he gets in trouble.

(2)

EVA

If you get attacked by one of the Ocelots, use a grenade or something to fight back!

Ocelot battle – Ocelot's hat

EVA

I'm not sure why, but Ocelot seems to have a thing for his cap.

EVA

You might be able to get him to let down his guard by shooting it off his head.

•Para-Medic

Ocelot Battle

Ocelot battle – hornet's nest

*If player hasn't heard information on hornet's nests before

(1)

PARA-MEDIC

It looks like there's a hornets' nest up there. If it falls down, you'll be attacked by the hornets inside.

(2)

PARA-MEDIC

If you get attacked by hornets, swing your survival knife around or use a smoke grenade to drive them off. Wearing white-colored clothing can also be effective.

(3)

PARA-MEDIC

You could also try throwing the hornets' nest or using a white phosphorus grenade.

(4)

PARA-MEDIC

There's a hornets' nest over by Ocelot, too. If it drops on him, it might just create an opening. Try shooting it down!

Ocelot battle – serious injuries

PARA-MEDIC
Ocelot's pistol uses really powerful bullets. And he's a crack shot, too, so if he hits you you'll probably be severely wounded.

PARA-MEDIC
If you get seriously wounded, go into the Survival Viewer right away and treat it with "CURE." Got it?

Ocelot battle – Pain hornets

SNAKE
Para-Medic.

PARA-MEDIC
What's wrong? Are you hurt!?

SNAKE
No.

PARA-MEDIC
Then what?

SNAKE
These hornets won't go away.

PARA-MEDIC
The hornets?

SNAKE
Yeah. They've been flying around over my head in a figure-eight pattern and won't go away. Any idea why?

PARA-MEDIC
Well, hornets use the figure-eight dance to signal that they've found food...

SNAKE
Food?

PARA-MEDIC
Yeah. Like flowers or nectar...

SNAKE
What does it mean?

PARA-MEDIC

I don't know. But at least they're not attacking you, right? I think it's best to just leave them alone.

PARA-MEDIC

You've got bigger things to worry about - like Ocelot.

SNAKE

Good point.

PARA-MEDIC

You can beat him, Snake.

SNAKE

Who said I couldn't?

•Sigint

Ocelot Battle

Ocelot battle - SAA

(1)

SIGINT

That guy is using a Single Action Army. It's a six-shot, .45-caliber revolver.

SIGINT

It uses .45 Long Colts. While it's the same caliber, it's more powerful than your .45.

SIGINT

The only drawback is that because it's a revolver, it's a pain in the ass to reload.

SIGINT

Ocelot will be open to attack while he's reloading. Use that window to unload on him.

Ocelot battle - SAA (2)

SIGINT

Ocelot has two single action army revolvers. That gives him 12 bullets in all. Keep a close eye on his remaining rounds. When he stops to reload, open fire!

•Major

While Exploring Cave

Directly after falling in

ZERO
Snake, are you OK? Snake!!

SNAKE
Major...

ZERO
relieved Snake...

PARA-MEDIC
Are you all right? You're not hurt?

SNAKE
No. That was a hell of a drop, but I'm fine... Looks like there's no way back up though.

ZERO
I see... Well, anyway, it's good to hear you're not injured.

ZERO
Slipping and falling may not have been part of the plan, but getting into that cave was. Proceed further into the cave.

Proceed through the cave

(1)

ZERO
The cave seems to be structured like a maze, but there's an exit somewhere. Find a way out of the cave and head for the aqueduct.

(2)
*If player doesn't have the Torch and they're not using the Cigar

SNAKE
All right. But it might take me a while to get through this cave.

ZERO
Are you hurt?

SNAKE
No.

ZERO
Is it the enemy? Did they set a trap for you?

SNAKE
Not that, either.

ZERO
Then what is it?

SNAKE
It's dark in here.

ZERO
Dark?

SNAKE
Yeah. There's no light anywhere. I should have brought a flashlight with me...

ZERO
So what you're saying is that it's going to take you a while because you don't have a flashlight?

SNAKE
Right.

ZERO
Snake, if you don't have a flashlight, you should be looking for a substitute.

ZERO
I tell you, American soldiers these days rely too much on ready-made equipment.

SNAKE
hushed voice Here we go again...

ZERO
What was that?

SNAKE
Nothing.

ZERO
American soldiers rely too much on ready-made equipment. And not only that, they can't seem to grasp that one piece of equipment can have multiple functions.

ZERO
Back when I was in the SAS, we never had that problem. We were trained to use every piece of equipment in as many ways as possible.

ZERO
If you don't have a flashlight, look for something else. You need to develop flexible innovative thinking if you want to...

ZERO
Hey, are you listening to me?

SNAKE
Yeah, of course I am. (He isn't listening.)

(3)

ZERO
First, take a look at what you're carrying with you now. Don't you have anything that can provide you with some light?

(4)

ZERO
I know you have your cigars. You should at least be able to see the ground in front of you if you use a cigar. Try lighting one up.

Cave - what were those hornets?

ZERO
Snake, those hornets that attacked you while you were fighting Ocelot...

SNAKE
I know. They look familiar - like the ones I saw during the Virtuous Mission.

ZERO
So it was one of the Cobras?

SNAKE
That's what Ocelot was saying, too.

ZERO
... Keep your guard up.

SNAKE
I will.

•EVA

While Exploring Cave

Directly after Ocelot battle - cave

(1)

EVA
Snake, are you all right?

SNAKE
Yeah... just barely. What the hell were all those hornets...

EVA
Most likely that was The Pain, one of the Cobras.

SNAKE
I figured as much... Are they tracking me?

EVA
I don't know. The Cobras only take orders from The Boss.

EVA
Not even Volgin knows what they're really up to. So I don't know anything about them either.

SNAKE
No kidding...

EVA
I'll try and dig up as much as I can about them. You just focus on moving ahead.

(2)

EVA
Go to the end of the cave and you'll come out in an aqueduct overgrown with mangroves. This leads to the Ponizovje swamp.

(3)

EVA
And Snake... be careful. That cave...

SNAKE
... is pitch dark inside. (EVA didn't tell him about this, but he's in the cave, so he knows it's true.)

EVA
Good, I did remember to tell you, then.

SNAKE
...

(4)

EVA

If it's completely dark and you need a light, try using a torch.

(5)

EVA

I heard there's some emergency torches stored somewhere in that cave.

(6)

SNAKE

Torches. Got it. So where are they?

EVA

Huh?

SNAKE

Where are the torches?

EVA

How should I know? Go find them yourself.

Cave (Chyornaya Peschera)

EVA

That cave is known as Chyornaya Peschera.

EVA

In Russian, Chyornaya Peschera means "the black cave from which cold wind blows."

EVA

It's a magma cavern formed millions of years ago, back when Tselinoyarsk was the site of volcanic activity.

EVA

The structure of the cave is pretty complex, but you should be able to find the aqueduct if you keep moving inward. Head toward the interior of the cave.

•Major

The Pain Battle

The Pain battle - basics

(1)

ZERO
Snake, as long as The Pain is using his hornets to protect his body, you won't be able to damage him with gun attacks.

ZERO
You'll need to use a grenade to get rid of the hornet swarm first.

ZERO
Go into First Person View and throw a grenade at him!

(2)

ZERO
The shotgun should work as well.

(3)

ZERO
Get rid of those hornets protecting him and then attack him with a gun!

The Pain battle - hornet restraints

ZERO
Snake, if The Pain's hornets stick to you, you won't be able to move freely.

ZERO
If hornets start to stick to you, take care of them before they prevent you from moving altogether. Either jump into the water, or wave your survival knife around to drive them away.

ZERO
If you become unable to move, wiggle the left analog stick and press the buttons rapidly to shake them off before you get shot. Understood?

The Pain battle - honey attack

(1)

ZERO
Snake, you've got alarm pheromones all over your clothes.

(2)

PARA-MEDIC
When The Pain hits you with alarm pheromones, the hornets' attacks will become more aggressive. They'll assault you more often, so be careful.

PARA-MEDIC
If you get covered in the alarm pheromones, you should go into the Survival Viewer and change your clothes immediately.

The Pain battle - normal ways to repel hornet attacks

ZERO
The Pain seems to be directing swarms of hornets to attack you.

PARA-MEDIC
Be careful. If you're attacked by a swarm of hornets, your LIFE will steadily decrease.

-->Para-Medic Radio Conversation: Hornet attacks - normal ways to repel

The Pain battle - bullet bees

(1) *If Snake has a hornet in his body

ZERO
Snake, bullet bees are digging into your body!

(2) *If Snake doesn't have a hornet in his body

ZERO
Snake, watch out for those bullet bees he shoots!

-->Para-Medic Radio Conversation: The Pain battle - bullet bees

The Pain battle - fighting in the water

(1)

ZERO

Snake, not even The Pain's special hornets can pursue you into the water. And the grenades he throws will only be half as deadly underwater.

ZERO

If you sense danger, escape by diving into the water.

(2)

ZERO

To dive underwater, press the Crawl Button while you're swimming on the surface.

(3)

ZERO

To move forward underwater, press either the CQC Button or the Crawl Button. Use the left analog stick to control your direction.

ZERO

In a pinch, you can press the Action Button to quickly rise to the surface.

ZERO

Also, handguns and rifles can be fired underwater. You can use these to attack targets above the surface as well.

The Pain battle - sentry hornets

ZERO

The Pain can utilize the hornets under his control to seek out his enemies. Being spotted by the hornets is the same as being spotted by him.

ZERO

Keep an eye out for hornets above you when you emerge from underwater!

•EVA

The Pain Battle

The Pain battle - fighting in the water

EVA
Not even The Pain's special breed of hornets will be able to follow you underwater.

EVA
You're a good swimmer, right? If you're being harassed by any hornets, dive into the water!

The Pain battle - general

EVA
The Pain has the power to control swarms of hornets at will.

EVA
Watch out for his hornet-based attacks!

•Para-Medic

The Pain Battle

Hornet attacks - normal ways to repel

PARA-MEDIC
When the hornets come to attack you, you can cause the swarm to scatter by shooting at it with your gun.

PARA-MEDIC
Also, the hornets can't follow you into the water, so you can get away by diving into the water.

PARA-MEDIC
Hornets are also vulnerable to fire and smoke.

PARA-MEDIC
You can keep them away from you by using a smoke grenade.

PARA-MEDIC
Swinging a torch around using the CQC Button should also work.

The Pain battle – hornet's nest

PARA-MEDIC
You might be able to trap some of the hornets by throwing a hornets' nest at them.

PARA-MEDIC
If you succeed, it should reduce the number of hornets The Pain has at his disposal. It might even make the nest taste better.

PARA-MEDIC
Try it out!

Bullet bees

PARA-MEDIC
"Bullet bees" are the name The Pain gives to the special hornets he raises inside his own body.

PARA-MEDIC
If they get into your body, your wounds will become worse and worse until you get rid of them.

PARA-MEDIC
And if you're afflicted by bullet bees, go into the Survival Viewer immediately and use "CURE" to dig them out with your knife.

PARA-MEDIC
Once the bullet bees are out, don't forget to apply styptic and disinfectant to the wound!

The Pain battle – darkness attack

(1)

PARA-MEDIC
Snake, you won't be able to see a thing with a swarm of hornets covering your head.

PARA-MEDIC
The hornets can't follow you into the water. If you find your vision being blocked by a swarm of hornets, dive into the water!

(2)

PARA-MEDIC
You could also try driving them away with the smoke from your cigar.

(3)

PARA-MEDIC
Waving your torch around with the CQC button should also work.

The Pain battle – repel with white clothing

PARA-MEDIC
Hornets are known to display extremely aggressive behavior in response to the color black.

PARA-MEDIC
So don't wear black clothing. Instead, try wearing white clothing. It should reduce the severity of the hornets' attacks.

The Pain battle – repel with Bug Juice

PARA-MEDIC
Using insecticidal bug juice on yourself should make the hornets' attacks less severe. Try it out.

•Sigint

The Pain Battle

The Pain battle – general

SIGINT
The Pain is said to possess the power to control his hornets at will. Watch out for insect-based attacks, especially his so-called "bullet bees."

The Pain battle – gun

SIGINT
The Pain doesn't just use hornets. He's got guns and grenades in his arsenal, too.

SIGINT
Be especially careful about those grenades.

The Pain battle – Tommy gun

(1)
*If The Pain isn't using the Tommy gun

SIGINT
You say he's using a Tommy gun?

(2)
*If The Pain is using the Tommy gun

SIGINT
He's got a Tommy gun.

(3)

SIGINT

The Thompson submachine gun, or Tommy gun, is a sub machine gun that saw a lot of action in World War II.

SIGINT

That thing can spit out 700 .45ACP rounds in a minute's time.

SIGINT

Its sturdiness and reliability made it popular during the Korean War, and it's still the weapon of choice for a lot of special forces units.

SIGINT

Sure, it's a little bit old-fashioned, but it still packs a nasty punch.

The Pain battle – copy attack

SIGINT

The Pain can supposedly use his hornets to create a copy of himself and confuse the enemy.

SIGINT

If he does that, try and figure out which one is real and attack it.

SIGINT

When he copies himself, the hornets that normally protect him will be used to create the double. That means you'll be able to damage him with a gun.

SIGINT

But be warned. If you screw up and shoot the double, or you take too long to shoot, you'll get hit with a counterattack.

The Pain battle - bullet bees

SIGINT
Snake, watch out for those bullet bees.

SIGINT
"Bullet bee" is the pet name The Pain gave to a special type of hornet that he keeps inside his body.

SIGINT
When The Pain gives the order, they fly at their target like bullets, burrow into his body, and eat away at his insides until he's dead.

SIGINT
If you get hit by a bullet bee, go into the Survival Viewer right away and heal yourself on the "CURE" screen.

SIGINT
That being said, despite the name, a bullet bee is really just a type of hornet. They can't follow you into the water. If The Pain launches any at you, dive under the water.

•Major

Prior to Reaching Mangrove Aqueduct

After The Pain - leave the cave

(1)

ZERO
I heard you defeated The Pain.

SNAKE
Yeah. It wasn't easy.

SNAKE
And there's still three more of them left.

ZERO
Four.

SNAKE
?

ZERO
There are still four more Cobras left - including their leader, The Boss.

SNAKE
... I'm aware of that...

ZERO
Good.

(2)

ZERO
The exit from the cave should be toward the back. Proceed through the cave and find the exit to the swamp aqueduct.

Bizarre supervillain explosion

*Right after the first explosion only

(1)
*If player calls after The Pain's explosion

SNAKE
Major, why did The Pain explode like that...?

(2)
*If player calls after another Cobra's explosion

SNAKE
Major, why do they keep exploding...?

(3)

ZERO
It's part of their legend.

SNAKE
Legend?

ZERO
The legend of the Cobra Unit. I'll let Sigint explain. Sigint?

SIGINT
Yeah, that. That's a microbomb.

SNAKE
A microbomb?

SIGINT
Yup. During World War II, the Cobra Unit was used for the nastiest kinds of wet works, the kind that could never be let out into the open.

SIGINT
Their missions were so top secret that not only were they forbidden to be taken prisoner, they couldn't even leave their corpse behind.

SIGINT
Because of this, or so the legend goes, they carried a microbomb with them on their missions in case they needed to commit suicide.

SIGINT
I always thought it was just a rumor... I never expected it'd turn out to be true.

SNAKE
...

SIGINT
But why would they be carrying bombs this time around? It's not like they're in hostile territory.

SNAKE
... Maybe they're ready to die.

SIGINT
Ready to die?

SNAKE
Yeah... They've got no unit to go back to. Not even a country.

SIGINT
So they've got no place to die except the battlefield, huh.

SNAKE
Yeah, no turning back for them... I wonder if The Boss feels the same...

•EVA

Prior to Reaching Mangrove Aqueduct

After The Pain - leave the cave

(1)

EVA
Snake, you beat The Pain!

SNAKE
Not without a tough fight.

EVA
How did it feel to fight one of The Boss' comrades?

SNAKE
What are you getting at?

EVA
I just want to know what it's like to have fought a member of the legendary Cobra Unit, that's all.

SNAKE
What you want to know is if I can really face The Boss, is that right?

EVA
Well, that, too.

SNAKE
Don't waste your time worrying about me. I'll get the mission done.

EVA
I certainly hope so.

SNAKE
So the exit of the cave is up ahead?

EVA
Right.

(2)

EVA
Go north and you'll emerge from the cave into the aqueduct.

EVA
But watch out.

EVA
A patrol heard The Pain's explosion and is already on their way. Be careful.

Cave - Shotgun

*If player hasn't acquired Shotgun

EVA
That reminds me. I've heard they keep a shotgun stored in that part of the cave. Why don't you go look for it?

Near cave exit - Dragunov location

EVA
I heard a report that they've transported a sniper rifle to the western part of Ponizovje, the aqueduct at the other end of the cave.

EVA
When you get to the aqueduct, you might want to head over that way and check it out.

Near cave exit - flying platform warning

(1)

EVA
Pass through that area to the north and you'll reach the aqueduct.

EVA
But be careful - the aqueduct is patrolled by flying platforms.

(2)

SNAKE
Flying platforms?

EVA
Soldiers hovering in the air.

SNAKE
I've heard stories, but...

EVA
They've already been implemented over here. It goes to show that America isn't number one in everything.

•Major

Prior to Reaching Mangrove Base

Head north

ZERO

I see you've found your way to the aqueduct. If you follow it to the north, you'll come to a warehouse used for transporting supplies.

ZERO

Pass through the warehouse and you'll come out into a forest. The lab where Sokolov is being held is directly to the north of that forest, so head north.

Aqueduct

ZERO

Snake, the water in that aqueduct comes up to your waist. Naturally, you won't be able to walk as fast as usual.

ZERO

But you can jump into the water with a roll or press the Crawl Button to go underwater and swim your way through.

-->Major Zero Radio Conversation: Swimming explanation (3)

Flying platforms

(1)
*After hearing about the flying platforms from EVA

ZERO

EVA mentioned that that area was guarded by flying platforms.

(2)
*After encountering a flying platform

ZERO

That area seems to be guarded by flying platforms.

-->Sigint Radio Conversation: Flying platforms (2)

(3)

ZERO
Be careful. They can see a great distance from up there.

ZERO
If a flying platform starts to draw near, you'd do well to dive underwater and hide until it passes.

Flares at night

ZERO
Snake, the enemies in that area will use flares against you.

ZERO
When you're near the light from a flare, your Camo Index will go down.

ZERO
If the enemy fires a flare at you, you'd best dive underwater and hide.

Mortars

ZERO
If you're spotted by the enemy in that area, they'll call in for mortar support from afar.

ZERO
Mortar fire is nothing to trifle with. If the enemy calls in for mortar support, get out of the area immediately. Is that clear?

Mangrove SVD

ZERO
Snake, EVA mentioned something about a sniper rifle in the western part of Ponizovje.

ZERO
A sniper rifle would certainly be a valuable asset to your mission. Swing by the western area and acquire that sniper rifle.

•Sigint

Prior to Reaching Mangrove Base

Flying platforms

(1)

SIGINT

You say they have flying platforms out there?

(2)

SIGINT

Flying platforms are a type of personal VTOL aircraft.

SNAKE

They were working on those in America, too, weren't they?

SIGINT

Yeah, back in the 50's.

SIGINT

They were supposedly going to be used for scouting and patrol missions as well as to spot for artillery units and transport troops into rough territory.

SIGINT

They even got an initial prototype off the ground in 1955.

SIGINT

But the thing wasn't fast enough, and there were problems with getting it to stop and turn in mid-air. So they ended up scrapping the project.

SIGINT

The ones you see there were built by the Soviets after they got their hands on the American design plans.

SIGINT

The American model used a pair of contra-rotating rotors to generate lift. But those Soviet models seem to be using jet engines instead.

SIGINT

They must have kept going with their research after the U.S. abandoned its own project. Now they've finally overtaken us. You gotta give them credit for sticking with it.

(3)

SIGINT
If you get spotted by an enemy riding a flying platform, they'll go into Alert Phase.

SIGINT
The flying platforms themselves don't seem to be armed, but the pilots are carrying Scorpion submachine guns and grenades.

SIGINT
The recoil on the Scorpion is low enough so that they should be able to fire one-handed in full-auto mode. That gives them some serious firepower.

Flying platforms - searchlight

(1)

SIGINT
The flying platforms have a searchlight attached to the front.

SIGINT
If you knock it out, that should handicap its scouting ability.

(2)

SIGINT
And in some cases, it might even have to go back to base for repairs.

Flying platforms - armor

SIGINT
The armor plating on the body of a flying platform is bound to be pretty thick. I don't think you're gonna be able to penetrate it with a handgun or an assault rifle.

SIGINT
When you're up against a flying platform, try and aim for either the pilot or the engine on the underbelly.

Flying platforms - flames

SIGINT
Those flying platforms are propelled by jet engines.

SIGINT
You'll be scorched if you get caught under those things, so be careful.

•Major

Prior to Reaching The Fear's Forest

Rescue Sokolov on the double

(1)

SNAKE
Major, Sokolov's been hauled off.

ZERO
Yes. They probably caught him trying to escape from the lab...

ZERO
Didn't Volgin say they still needed to perform the final test?

SNAKE
Yeah.

ZERO
Then Sokolov must have been taken back to the lab. Get to the lab and get Sokolov the hell out of there.

(2)

ZERO
Pass through that warehouse and you'll come out south of the lab.

ZERO
Make your way inside the warehouse. Watch out for enemy sentries.

Who is Tanya?

SNAKE
Major, do you know anything about this Tanya?

ZERO
No.

SNAKE
Nothing?

ZERO
Not a thing.

SNAKE
Why not? You must have checked up on Sokolov when he defected two years ago. If he had a lover...

ZERO
Make no mistake, we conducted a thorough investigation, but there was nothing about him having a mistress.

SNAKE
Maybe you didn't notice.

ZERO
That's impossible.

SNAKE
Then he must have become involved with her after he was taken back to Russia.

ZERO
I wonder...

SNAKE
What is it, Major? Something wrong?

ZERO
I don't think Sokolov would take a lover.

SNAKE
Why not?

ZERO
I still remember him two years ago.

ZERO
After we got him across the border, the first words he spoke from his hospital bed after he regained consciousness were, "Are my wife and daughter safe?"

ZERO
And right up until the time he was taken back to Russia, he kept begging me over and over to take care of his family, almost as if he was delirious.

ZERO
Sokolov is a man who loves his family. Betraying his wife is something he'd...

SNAKE
Major.

ZERO
What is it?

SNAKE
People change. (He thinks The Boss changed and betrayed her country.)

ZERO
... Maybe you're right. (Remembering how The Boss changed.)

SNAKE
Yeah, maybe...

Warehouse - eliminated The End

*If the player snipes The End outside the warehouse, they won't get to fight him later. This conversation is for those players who might feel a little sad about this.

ZERO
Snake, did you kill another one of the Cobras?

SNAKE
Yeah.

ZERO
I'm pretty sure it was The End. Good work. Now you won't have to deal with him later.

SNAKE
I guess so...

ZERO
What's wrong?

SNAKE
It's nothing.

ZERO
Surely you're not going to tell me you wanted to test your skills against a legendary sniper that even The Boss respected.

SNAKE
... (He hit the nail on the head.)

ZERO
Snake, this isn't a contest or sport. This is war. The only thing you should be thinking about is carrying out your mission.

SNAKE
Yeah... I know.

You can shoot through piers

ZERO
The assault rifle can punch through materials like wooden boards. That means you can fire on enemies standing on top of the pier from underneath. Keep that in mind.

Warehouse - water gate

ZERO
That device is a water gate. Normally, it'd be open to allow supply shipments to pass through, but it looks like it's closed right now. I don't think there's any way for you to open it.

How to get out of the water

(1)

ZERO

Snake, get out of the water and infiltrate the warehouse.

(2)

ZERO

To get out of the water, move next to the place from which you want to emerge. Then, while you're treading water, press the Action Button.

Warehouse interior - continue on

ZERO

Good, you've infiltrated the warehouse. Pass through it and you'll come out south of the lab where Sokolov is being held.

ZERO

The exit should be on the north side of the top floor. Climb up the stairs and pass through the warehouse to the north.

Warehouse - gate won't open

(1)

ZERO

Snake, that gate appears to be locked from the inside. There's no way for you to open it.

(2)

ZERO

The passage on the east side of the warehouse should take you inside. Try sneaking in from the east.

Warehouse locked door

(1)

SNAKE
Major, this door...

ZERO
It won't open?

SNAKE
No.

ZERO
It's probably locked.

SNAKE
That's what I thought, but there's no keyhole...

SIGINT
I'll bet it's locked by a punch card security system.

SNAKE
Punch card?

SIGINT
Yep. Instead of a regular key, it uses a card with holes punched in it.

SIGINT
You're gonna have to get yourself a card key if you want to get it open.

(2)

ZERO
Snake, you need a special kind of key to open that door.

ZERO
Right now, your top mission priority is to rescue Sokolov. Head for the lab to the north.

•Major

Prior to Reaching Lab

The lab is just to the north

ZERO

Snake, the lab where Sokolov is being held is to the north of that forest. Keep on heading north.

The Fear's Forest - traps

(1)

ZERO

Snake, watch out. It seems that forest is rigged with a number of traps.

(2)

*If player has already gotten caught in one

SNAKE

Yeah, I noticed...

(3)

ZERO

Most of the traps seem to be triggered by tripping a rope stretched across the ground.

ZERO

Don't just run around like a fool. Keep an eye on the ground and watch where you step.

ZERO

Some ropes may be placed so that they're hidden in the vegetation. Be extra careful when you're cutting through the underbrush.

(4)

ZERO

If you use the directional buttons to move around stalking, you should be able to spot the traps before you step on them. Use stalking to move safely through suspicious-looking areas.

Scientist caught in a trap

*Conversation that takes place in front of the body of a scientist who was killed by a trap

SNAKE
Major, I found a (dead body)...

ZERO
I know. It's probably a scientist who fled from the lab.

ZERO
I'd wager that the traps in those woods are set up more to deal with would-be escapees than to keep intruders out.

How to escape snares

(1)
*Incoming call if player gets caught in a snare and hangs upside down for a bit

ZERO
Snake, have you been caught in a snare trap?

SNAKE
Yeah.

ZERO
If you don't get down from there soon, the enemy might spot you.

SNAKE
I know that.

ZERO
Then why don't you get yourself down?

SNAKE
How am I supposed to do that!?

ZERO
It should be obvious.

(2)

ZERO
If you get caught in a snare trap, press the Action Button. That will allow you to cut the rope.

ZERO
Hurry and free yourself before the enemy comes around.

Trap triggered by rope

(1)

ZERO
Snake, look at your feet!

SNAKE
There's a rope stretched along the ground...

ZERO
That was a close call.

SNAKE
Yeah, thanks.

(2)

ZERO
The traps are set up to go off whenever a rope is disturbed.

ZERO
You might want to try cutting the ropes beforehand by shooting them from a distance.

•Sigint

Prior to Reaching Lab

Trap area

(1)

SIGINT
There seem to be traps planted throughout that area. And they look a little... primitive...

(2)

SNAKE
Yeah. But this is their territory. Why would they need this many traps here?

SIGINT
Maybe it's part of some kind of tactical research.

SNAKE
Tactical research?

SIGINT
Yeah. As I'm sure you know, the Soviet Union is leading a worldwide revolution among Communist forces all over the globe.

SIGINT
But a lot of the countries involved don't have the necessary funds and industrial technology. So they need tactics that are both effective and economical.

SNAKE
That's what they're researching?

SIGINT
Yeah. And traps are one of the best ways to do that. I'll bet that place is one of their testing grounds.

(3)

SIGINT
Clappers, arrows, pendulums - all of these traps are set off by applying force to a rope. Don't touch the ropes, and you'll be fine.

SIGINT
Use rolling to get over them, or just crawl under them. Either way ought to work.

(4)

SIGINT
If you do set off a trap and an arrow or a spiked pendulum comes flying your way, you can still dodge it by immediately diving out of the way.

(5)

SIGINT
Pit traps and snares are camouflaged into the ground to make them harder to detect.

SIGINT
But if you look carefully enough, you can see them through the disguise. Try stalking to proceed with extra caution.

SIGINT
In any case, if you think there might be traps lying around, keep a close eye on the ground and stay alert.

•Major

Prior to Penetrating Lab

Find a way past the wall

(1)

ZERO
So there's a high wall around the perimeter of the lab... Climbing over it probably isn't an option.

ZERO
But there must be an entrance somewhere. Keep your eyes open.

(2)

ZERO
The best source of information about a facility is the people going in and out of it. Try interrogating one of the enemies about the entrance.

(3)

ZERO
To interrogate an enemy, grab him from behind using CQC and press the left analog stick to put your knife to his throat.

Lab door

(1)

ZERO
Snake, the enemy appears to be using that door to enter and exit the lab.

ZERO
Think you can sneak in?

(2)
*If player already tried to open door

SNAKE
I can't open the door.

-->(5)

(3)
*If player hasn't yet tried to open door

SNAKE
I'll give it a shot.

-->(4), after exiting radio screen once

(4)
*If player tried to open door after suggestion

SNAKE
Major, I tried to open the door, but no dice.

(5)

ZERO
That door appears to be locked from the inside. You won't be able to open it from the outside.

ZERO
But there must be some way to use the door to sneak inside.

(6)

SNAKE
And what do you propose?

ZERO
Well, I... (He can't think of anything.)

PARA-MEDIC
How about if you stand in front of the door and perform a ritual dance?

SNAKE
A ritual dance?

PARA-MEDIC
That's what they do in Japan when they find a door that won't open.

SNAKE
Are you serious?

PARA-MEDIC
Of course.

ZERO
She certainly seems to know a lot about Japan.

SNAKE
Yeah. But this is the Soviet Union. I don't think doing a dance is going to make the door open...

PARA-MEDIC
Then YOU think of something.

Outside lab - electrified barbed wire door

ZERO

It doesn't look like there's any way to open that door. Look for another way in.

Lab - near hole in wall

ZERO

Snake, take a closer look at those bushes. There's a hole in the wall. I'll bet you could crawl through it to get to the other side.

Inside lab wall - enter the lab

ZERO

I see you've made it inside the outer wall.

ZERO

Sokolov is inside the lab. Look for a way in and use it to infiltrate the lab.

•Major

Prior to Meeting Granin

Lab - disguise yourself

(1)

ZERO

Good, you've infiltrated the lab. The security on the inside is very tight. You'll find it difficult to look for Sokolov unless you're disguised as a scientist.

ZERO

Use the clothes that EVA gave you to disguise yourself as a scientist.

(2)

ZERO

To disguise yourself as a scientist, go into the Survival Viewer and select "SCIENTIST" from the "UNIFORM" option on the "CAMOUFLAGE" screen.

ZERO

Just remember to remove your face paint.

ZERO

To remove your face paint, choose "NO PAINT" from the "FACE" option of the "CAMOUFLAGE" screen.

•Major

Prior to The Fear Battle

Return to the warehouse

(1)

SNAKE
Major, Sokolov's already been moved to the fortress.

ZERO
But that's only what Granin told you, right? He may have been giving you false info...

SNAKE
No, he wasn't lying.

ZERO
How can you be so sure?

SNAKE
Gut feeling.

ZERO
... Good enough for me.

(2)

ZERO
According to Granin, you should be able to get to the mountains through a passage located deep in the jungle beyond the warehouse.

(3)

SNAKE
Right. Then if I climb the mountains, there'll be an underground tunnel leading to Groznyj Grad near the summit.

(4)

ZERO
Start out by going back to the warehouse. Use the key you got from Granin to open the door and proceed into the jungle.

ZERO
You remember where the door is, don't you? It's directly north of the door you went in when you came from the aqueduct.

•Sigint

Prior to The Fear Battle

Bipedal tanks

SNAKE
Sigint, Granin said something about putting legs on a tank. Do you know what he was talking about?

SIGINT
If you ask me, it's got to be a joke.

SIGINT
Not only is making a tank walk on two legs a technical nightmare, but there's no point in making a walking tank to begin with.

SIGINT
Putting legs on a tank would raise its clearance, increasing its frontal projection area. It'd also be less stable.

SIGINT
Suppose the legs help the tank travel on bad roads... I don't see the logic in that. Isn't that what treads are for?

SIGINT
I mean, anybody who'd seriously consider making a thing like that has got to be a wacko.

SIGINT
... Come to think of it, there was a guy in the States who wrote a paper on that subject.

SIGINT
What was his name... Emerson? Heinrich?... Something like that; I don't really remember. (He's referring the father of MGS1 and MGS2's Hal Emmerich.)

SIGINT
Course, no one took that seriously.

Rockets on a tank?

SNAKE
Sigint, Granin was saying that Sokolov's research project was a tank fitted with rockets...

SIGINT
Uh huh.

SNAKE
Do you have any idea what he meant?

SIGINT
... Sorry. Beats me.

SNAKE
Hmm...

SIGINT
I wonder if it's supposed to increase the tank's mobility... or maybe give the tank short-range missile launching capability...

SIGINT
But you're sure it has something to do with Phase 2 of the Shagohod, right?

SNAKE
Yeah.

SIGINT
Khrushchev traded Cuba just to get this thing finished, and Volgin blew up a Soviet research facility to get his hands on it.

SIGINT
Whatever it is, it's gotta be big.

After talking to Granin - the Philosophers' Legacy

SNAKE
Sigint, do you know anything about that "Philosopher's Legacy" Granin was talking about?

SIGINT
Not a clue. Never even heard of something like that until now.

SNAKE
Right...

SIGINT
One thing's for sure, though. Volgin's got a huge amount of money stashed away somewhere.

SIGINT
"Philosopher's Legacy" huh... Maybe it is real...

The Order of Lenin

SIGINT
That Order of Lenin that Granin was talkin' about is the most prestigious award in the Soviet Union.

SIGINT
It's given to individuals, organizations, and cities for outstanding achievements in warfare, science, industry, the arts, and various other fields.

SIGINT
You could say it's the highest honor the East has to give.

The SS-1C

SIGINT
You say Granin was involved in the development of the SS-1C?

SIGINT
The SS-1C is the Soviets' newest short-range tactical ballistic missile.

SIGINT
Based on what Western intel has been able to gather, it's capable of being launched from a mobile platform.

SNAKE
A mobile platform?

SIGINT
Yeah. It's a transport vehicle that functions as an erector and a launcher. It can travel on roads then erect and launch a missile from any location.

SIGINT
Of course, in addition to conventional explosives, the missiles could also be fitted with chemical or even nuclear warheads.

SNAKE
A nuclear missile that can be launched from any location...

SIGINT
I'll bet it wasn't the missile itself that Granin helped develop. More likely it was the mobile platform.

SIGINT
From what I've heard, the SS-1C is set for actual deployment as early as next year. That's bound to send a chill down NATO's spine.

•Major

The Fear Battle

The Fear battle - incoming call after poison bolt

*Right after start of battle, if player doesn't treat poison bolt from cutscene

(1)

ZERO
Snake, are you all right!?

(2)

PARA-MEDIC
You've been shot with a poison bolt! The poison is spreading throughout your body!

PARA-MEDIC
Your LIFE is going to keep decreasing unless you do something about it! Hurry and neutralize the poison!

PARA-MEDIC
Go into the Survival Viewer and use "CURE" to give yourself a serum injection!

(3)
*If player doesn't have Serum

SNAKE
But I don't have any serum...

PARA-MEDIC
The rabbits in that area have poison-resistant properties. Capture a rabbit and use it to get serum!

(4)

PARA-MEDIC
The serum will neutralize the poison, but don't forget to treat the bolt wound itself as well.

(5)

PARA-MEDIC
To treat a bolt wound, you'll need your knife, a styptic, and a disinfectant. Use your knife to dig out the bolt, and then apply styptic and disinfectant to the wound.

PARA-MEDIC
Follow those steps and the wound should heal right up.

(6)

PARA-MEDIC
Now start the treatment. Hurry!!

The Fear battle – basics

ZERO
The Fear is using something called stealth camouflage to conceal himself.

ZERO
But you should be able to spot him if you look closely in First Person View. Watch for rustling grass, falling leaves, anything that will betray his presence.

ZERO
Find him and shoot him in First Person View.

The Fear battle – bolt attacks

ZERO
You can knock down The Fear's bolts with your gun or knife. If you can't dodge a bolt, go into First Person View and shoot it down.

The Fear battle – poison bolts

(1)

ZERO
Snake, watch out for The Fear's poison bolts.

(2)

PARA-MEDIC
If you're hit with a poison bolt, the poison will enter your bloodstream. Unless you neutralize it with serum, your LIFE will just keep diminishing.

(3)

PARA-MEDIC
You will suffer convulsions, preventing you from moving silently and inhibiting use of your Anti-Personnel Sensor.

(4)

PARA-MEDIC
If you're hit by a poison bolt, go into the Survival Viewer immediately and use "CURE" to give yourself a serum injection.

(5)

PARA-MEDIC
You can get serum by capturing the rabbits that live in that area.

(6)

PARA-MEDIC
After you neutralize the poison with the serum, don't forget to treat the wound itself, too.

The Fear battle – stamina

ZERO
The Fear's stealth camouflage apparently drains his stamina rather quickly.

ZERO
Once he's used up his stamina, he'll have no choice but to go looking for food.

ZERO
That's your chance. Throw one of your food items to set a trap for him.

ZERO
Plant a Claymore or some TNT and lure him into it, or lure him into one of his own traps.

ZERO
Giving him poisoned or rotten food may also work well.

ZERO
Used properly, your food can be a weapon.

The Fear battle – traps

ZERO
Snake, be careful. Those woods are riddled with traps. Watch your step as you go along. And look out for areas of bottomless swamp!

ZERO
Even if you don't trigger a trap, The Fear can still use it to attack you by setting it off himself.

ZERO
Be careful about standing too close to traps.

ZERO
On the other hand, you might be able to use his own traps against him.

ZERO
For example, you could place some food next to a trap and lure him over to it. Use your head!

•Para-Medic

The Fear Battle

The Fear battle - Brazilian wandering spider

PARA-MEDIC
The Fear coats his poison bolts with venom from the Brazilian wandering spider.

PARA-MEDIC
The Brazilian wandering spider is said to have the deadliest venom of any spider in the world.

PARA-MEDIC
It's a potent neurotoxin, so if you get hit by one of The Fear's poison bolts, go to "CURE" in the Survival Viewer and inject yourself with serum immediately before it kills you!

The Fear battle - antibody rabbits

PARA-MEDIC
The rabbits in that area have antibodies that protect them against the venom of the Brazilian wandering spider.

PARA-MEDIC
They probably built up an immunity from The Fear using them to test his poison bolts.

PARA-MEDIC
Catching one of those rabbits will give you some serum. If you run out of serum, go catch a rabbit!

•Sigint

The Fear Battle

The Fear battle - stealth camouflage

(1)

SIGINT
Snake, The Fear is supposed to be wearing some kind of stealth camo.

SIGINT
I don't know how it works exactly, but it seems to refract the light around it somehow to hide the person who's wearing it.

SIGINT
This is the best camouflage I've ever seen. It's going to be tough to figure out where he is.

SIGINT
But that doesn't mean he doesn't have a weak point.

(2)

SIGINT
Apparently, wearing stealth camo really drains your stamina. When he's out of stamina, the camo will stop working. Don't miss your opportunity.

The Fear battle - stealth camouflage (2)

(1)

SIGINT
Just because he's wearing stealth camo doesn't mean he's not there. You can still figure out his location by using your sensors.

SIGINT
Make use of your motion detector and active sonar.

(2)
*If player has the Thermal Goggles

SIGINT
The thermal goggles should help you out, too.

The Fear battle - weapons

SIGINT
The Fear uses two kinds of crossbows the Little Joe and the William Tell.

SIGINT
The Little Joe is designed for proximity combat. It's not that powerful, but the reload time is short.

SIGINT
The William Tell, on the other hand, is used for long-range combat. It takes a while to reload, but it's got loads of stopping power. Be careful.

The Fear battle – special bolts

SIGINT

In addition to regular crossbow bolts, The Fear uses a variety of special bolts, like poison bolts and giant bolts. I've even heard he uses bolts with grenades attached to them.

SIGINT

If you get hit by any of these, you're gonna take some serious damage. Watch out!

•Major

Prior to EVA Calling

After The Fear

(1)

ZERO

Snake, you defeated another one of the Cobras huh?

(2)

*If player killed The End at the mangrove base

SNAKE

Yeah. Just one more left.

(3)

*If player didn't kill The End

SNAKE

Yeah. Just two more left.

(4)

ZERO

But there's still someone else you have to fight, Snake. (He's referring to The Boss.)

SNAKE

... I know.

ZERO

Good.

ZERO

But right now your job is to sneak into Groznyj Grad and rescue Sokolov.

•Major

Prior to Reaching Sokrovenno

Rendezvous with EVA in the mountains

(1)

ZERO
Snake, have you been contacted by EVA?

SNAKE
Yeah. She said we'd meet up in the ruins at the top of the mountains.

SNAKE
She also said she's picked up the key to get into the tunnel that leads to Groznyj Grad.

ZERO
Good. Hurry to the rendezvous with EVA. Head for the mountains.

(2)

ZERO
Proceed north through the woods. There's an entrance to a mine shaft at the far northeast corner.

ZERO
Climb up the shaft and you'll come out in the mountains. Head north.

(3)

SNAKE
I'm on it.

ZERO
But stay on your toes.

(4)

*If player didn't eliminate The End

ZERO
Isn't the Cobra unit's sniper lying in wait for you?

SNAKE
Yeah, The End. But there's no other way.

ZERO
Watch yourself. Your opponent is a legendary sniper.

ZERO
Your fight with The End will likely be a long and grueling one.

ZERO
You should stock up on battle necessities like ammunition and provisions now, while you still can.

(5)
*If player eliminated The End at the mangrove base

ZERO
The Ocelots are supposed to be lying in wait for you. They may even have snipers in position...

SNAKE
I know. But there's no other way.

ZERO
Proceed with caution.

SNAKE
Roger that.

That's a big forest so ask EVA for information

ZERO
Snake, that forest is immense. It's too dangerous to proceed without adequate information. Give EVA a call.

Moss jungle - after hearing about provisions storehouse

ZERO
EVA said there was a provisions storehouse in the east of that forest. Why don't you go and pay it a visit?

Phase 2 testing is complete

SNAKE
Major, EVA said they finished testing the Shagohod.

ZERO
So I heard. And Sokolov is in Groznyj Grad now putting on the finishing touches.

SNAKE
Yeah. They'll need to keep him alive until he's done. But once those preparations are completed…

ZERO
...Snake, get yourself over to Groznyj Grad.

SNAKE
I'm on my way.

•EVA

Prior to Reaching Sokrovenno

Moss jungle south (Svyatogornjy)

(1)

EVA
The name of that forest is Svyatogornyj. In Russian, It means something like "the sacred mountain path."

EVA
The name comes from an old folk tale about mountain spirits who pass through there on their way to Sokrovenno, the forest to the north.

(2)

EVA
Head north and you'll come to Sokrovenno.

EVA
The tunnel that leads to the mountains is in the northern area of Sokrovenno.

EVA
I'll meet you in the ruins at the top of the mountains. I'll give you the key to the tunnel leading to Groznyj Grad when you get there.

EVA
Remember, go north.

(3)
*If player didn't eliminate The End at mangrove base (first time only)

EVA
But Sokrovenno is also where...

SNAKE
I know.

SNAKE
The End, right?

EVA
Yeah.

(4)
*If player didn't eliminate The End at mangrove base (second and subsequent times)

EVA
Just be careful.

EVA
One of the Cobras, The End, is waiting for you in Sokrovenno. He's a legendary sniper.

(5)
*If player didn't eliminate The End at mangrove base (first time only)

EVA
Until you defeat him in battle...

SNAKE
I won't be able to move on?

EVA
Right.

SNAKE
Then I'll just have to beat him.

EVA
I guess you will.

(6)
*If player eliminated The End at mangrove base

(First time only)

SNAKE
The Ocelots, right?

EVA
Yeah.

(7)

EVA
The Ocelot unit is waiting for you in Sokrovenno. I hear they've even got snipers in position. Watch your back.

Mangroves (Ponizovje)

*If player has returned to mangrove forest

(1)

EVA

That aqueduct is known as Ponizovje. It means "the land down the river."

EVA

As you can see, it's overgrown with mangrove. Usually, they'd have boats going up and down transporting materials.

EVA

But right now the place is on high alert, so the boats have stopped running.

EVA

But enough about that...

(2)

EVA

What are you doing there? We're supposed to meet up in the mountains. Hurry up and get there. You can start by going back to the warehouse.

Yakushima Jungle C (Graniny Gorki)

*If player has returned to lab

(1)

EVA

The area you're in now is known as Graniny Gorki.

EVA

It means "Granin's mountain." Apparently it got that name when the Granin lab was first built.

(2)

EVA

But more to the point, what are you doing there? I told you we were supposed to meet up in the mountains, didn't I? Go back through the warehouse to Svyatogornyj.

Moss jungle - what have you been doing?

SNAKE

EVA.

EVA

What?

SNAKE
I couldn't get a hold of you for a while there. What were you doing?

EVA
What do you think I was doing?

SNAKE
That's what I'm asking you.

EVA
Why are you asking me that?

SNAKE
Because I want to know, that's why.

EVA
Want to know what?

SNAKE
... Will you stop answering my questions with questions?

EVA
Are you mad?

SNAKE
angry ...

EVA
See ya.

Moss jungle 1 - provisions storehouse and armory

EVA
Now all you have to do is follow the tunnel north to the mountains of Krasnogorje.

EVA
But you might want to swing around east first. There's a provisions storehouse there.

Svyatogornyj East - cottage

SNAKE
EVA.

EVA
Hmm?

SNAKE
There's a house here in the middle of the woods.

EVA
So there is.

SNAKE
It looks like a cottage, but what is it...?

EVA
It really was a cottage once. It was originally the dacha of a high-ranking official.

EVA
Now it's being used as a relay station.

EVA
There should be a supply of ammo and rations.

EVA
But watch out - there's supposed to be a unit posted in there.

Tatyana?

SNAKE
EVA.

EVA
Yes?

SNAKE
Who is that Tatyana?

EVA
Taken a liking to her, have we? She's a cutie.

SNAKE
not playing along Who is she?

EVA
I don't know that much about her, but from what I can tell, she seems to be Sokolov's lover...

SNAKE
Can you find out a little more?

EVA
Snake, she already has a man.

SNAKE
EVA...

EVA
All right. Just give me a minute.

Tatyana follow-up

EVA
Snake, I found out what I could about your Tanya.

EVA
Just as I thought, she's apparently Sokolov's lover. When Sokolov was taken away from his research facility, she was taken along with him.

SNAKE
So she's (his lover's) been with him since he was at the research facility...?

EVA
That's what it looks like.

SNAKE
Are you sure about that?

EVA
Yes. Why?

SNAKE
The major said Sokolov wasn't the kind of guy who'd take a lover...

EVA
Maybe he was lonely, being away from his family for so long.

EVA
And whatever else he is, Sokolov's still a man. It's only natural he'd be attracted to her.

SNAKE
Only natural?

EVA
She's irresistible. Gorgeous, in a girl-next-door kind of way. Nice proportions, too.

SNAKE
...

EVA
Sounds like your type, huh?

SNAKE
EVA...

EVA
Gotta go.

•Major

The End Battle

The End battle – basics

(1)

ZERO

Snake, The End is a veteran sniper. He's hiding somewhere in those woods waiting for you to appear.

ZERO

If he sees you, he'll shoot without hesitation.

ZERO

Make your way through the forest, hiding along the way, and watch out for signs of The End. Anticipate his movements and come up on his side or get behind him for a chance to attack.

(2)

ZERO

Be careful. The End uses a special kind of tranquilizer round.

-->Para-Medic Radio Conversation: Tranquilizer rounds

(3)

ZERO

If you run out of stamina, it's all over. Make sure you keep your stamina up by hunting for food on a regular basis.

ZERO

This battle will be a long, grueling sniper duel.

ZERO

But don't let your guard down, not even for a single moment!

The End battle - locate him

(1)

ZERO

The End is a renowned sniper, but he's also an expert in camouflage.

ZERO

He's lying low somewhere in those woods and waiting for his chance.

ZERO

You'll only get yourself shot if you run around like a fool. Use your camouflage to blend in, take cover behind rocks and trees, and find where he's hiding.

ZERO

Make use of your binoculars. Keep a close eye out for the flash from his scope.

(2)

ZERO

You can also try using the thermal goggles.

The End battle - tranquilizer round incoming call

ZERO

You've been shot by The End!?

SNAKE

Yeah...

-->Para-Medic Radio Conversation: Tranquilizer rounds (2)

The End battle - tracking

ZERO

If you reach the spot where you think The End is hiding and he's not there anymore, don't give up.

ZERO

Take a close look at the ground. He may have left footprints behind. You can use those to determine which way he went.

ZERO

Anticipate his movements and get behind him.

The End battle – snare incoming call

ZERO
Snake, you've been caught in a snare trap? You're going to get yourself shot if you stay up there!

ZERO
Use the Action Button to cut the rope and escape from the trap. Hurry before he finds you!

The End battle – spotting the enemy

ZERO
The binoculars and First Person View will prove useful in detecting the enemy's presence.

ZERO
You should also be making use of your motion detector, active sonar, and Anti-Personnel Sensor.

ZERO
You might also try using the directional microphone.

The End battle – the map

ZERO
The best locations for sniping are determined naturally by the terrain.

ZERO
The End may use the same location multiple times. Memorize the spots he chooses for sniping, and sneak up behind him.

ZERO
You can tell which locations The End has used for sniping by looking at the "MAP" in the Survival Viewer.

ZERO
Anticipate where he'll be sniping from and approach him from the side or rear.

The End battle - the exit's blocked by vines

ZERO
Snake, that's the entrance to the shaft...
but those vines appear to have sealed it off.

ZERO
You won't be able to enter the shaft until
you defeat The End. Finish him off first!

The End battle - after cutscene in which a tranquilizer round knocked Snake unconscious

(1)

ZERO
Snake, it appears you were knocked out by The
End's tranquilizer rounds.

SNAKE
Yeah... but why didn't he kill me?

ZERO
I don't know. But I expect he's still in
Sokrovenno.

(2)

ZERO
Until you defeat The End, you won't be able
to reach the mountains.

ZERO
Snake, go back to Sokrovenno. And this time,
finish him!

•EVA

The End Battle

Moss jungle north (Sokrovenno)

(1)

EVA

The forest you're in now is known as Sokrovenno. The name means "the most holy woods."

EVA

It's been venerated since ancient times as the sacred home of the spirits of the forest.

EVA

It's the largest and deepest forest in the region, and is divided into three areas: south, west, and north. Try not to get lost, OK?

EVA

There's an armory in the southern area. If you need some extra ammo, you might want to pay it a visit.

(2)
*While fighting The End

EVA

Until you defeat The End, I don't think you'll be able to pass through the forest. You'll have to beat him.

(3)
*While fighting the Ocelot Unit

EVA

Be careful. I've heard the Ocelots are lying in wait for you in the forest.

EVA

The entrance to the tunnel is in the northeastern part of the northern area. Try to make it there in one piece.

The End battle – photosynthesis

EVA

I know it's hard to believe, but The End is apparently capable of photosynthesis.

EVA

He's probably got an edge over you in terms of stamina. You should start hunting for plants and animals and prepare for a battle of attrition.

The exit's blocked by vines

EVA
Until you defeat The End, those vines probably aren't going to go away. To get into the tunnel, you'll have to fight and beat him.

The End battle - return to the forest

*If the player is knocked unconsciousness by one of The End's tranquilizer rounds, they wake up in a cell in Granin's lab

EVA
The End should still be waiting for you in that forest, Sokrovenno. Until you defeat him, you won't be able to proceed with your mission.

EVA
Go back to Sokrovenno. Defeat The End.

•Para-Medic

The End Battle

The End battle - food

PARA-MEDIC
If you run out of stamina, you won't be able to resist the effects of The End's tranquilizer rounds, and you'll end up falling asleep.

PARA-MEDIC
Hunt for food on a regular basis to keep your stamina level up.

PARA-MEDIC
If you start to run out of food or ammunition, you should think about leaving the woods and coming back later.

PARA-MEDIC
In any case, always keep an eye on your stamina gauge. You'll thank me later.

The End battle – watch out for venomous snakes and spiders

(1)

PARA-MEDIC
Snake, it looks like there are a lot of venomous snakes and spiders inhabiting that area. Be careful not to disturb them.

PARA-MEDIC
Go to "CURE" in the Survival Viewer and use a serum injection if you get bitten.

(2)

PARA-MEDIC
The rabbits in that area have poison-resistant properties. If you run out of serum, catch a rabbit to get more!

Tranquilizer rounds

PARA-MEDIC
If he shoots you with one of those tranquilizer rounds, you'll start to lose stamina fast. When your stamina gauge reaches zero, you'll pass out.

PARA-MEDIC
If you're hit by a tranquilizer round, go into the Survival Viewer right away and treat the wound. Use your knife to dig out the needle.

Tranquilizer rounds (2)

PARA-MEDIC
If you're hit by one of The End's tranquilizer rounds, the tranquilizer needle will stay stuck in your body.

PARA-MEDIC
Until you remove the needle, you'll keep losing stamina rapidly. When your stamina reaches zero, you'll lose consciousness. You've got to dig that needle out!

PARA-MEDIC
To get the needle out, go to "CURE" in the Survival Viewer and use your knife.

PARA-MEDIC
You'd better take care of it before you pass out. Now, get to it!

The End battle - rain

(1)

PARA-MEDIC
It's started to rain, huh.

(2)

PARA-MEDIC
You burn a lot more stamina than normal when it's raining. Be sure to eat on a regular basis to keep up your stamina.

•Sigint

The End Battle

The End battle - the map

SIGINT
Sokrovenno Forest is a big place. It's times like this that the "MAP" function in the Survival Viewer can be your best friend.

SIGINT
Not only does it show you the terrain and the places you've been, but you can also use it to figure out which locations The End has chosen for his sniping positions.

SIGINT
Learn the terrain and try to catch The End off guard from behind.

The End battle - thermal

SIGINT
Hey, you've got thermal goggles, don't you? Use those and it should make it easier to find The End, even when he's camouflaged.

SIGINT
A word of warning, though — I've heard that when he's meshing with the forest, his body temperature drops so that it's just barely above the outside air temperature.

SIGINT
He's probably going to be harder to find than your average grunt.

•Major

Sokrovenno Ocelot Unit Battle

The End's forest Ocelot Unit battle - basics

(1)

ZERO
Snake, be careful. Aren't the Ocelots supposed to be setting an ambush for you in those woods?

SNAKE
Yeah. And I hear they've got snipers, too.

(2)

ZERO
The Ocelots are an elite unit handpicked from the ranks of GRU. You won't find them so easy to deal with.

ZERO
Use your camouflage to avoid being seen. Proceed with caution.

(3)

ZERO
Your primary objective is to climb the mountains and rendezvous with EVA. There's no need to face the Ocelots in battle.

ZERO
The shaft leading to the mountains is located in the northeast part of the northern area of the woods. Keep an eye out for ambushes and head northeast.

The End's forest Ocelot Unit battle - watch out for ambushes

ZERO
Snake, be on the lookout for ambushes by the Ocelots. They may be hiding in the bushes and similar places. Make sure you're fully camouflaged and proceed with caution.

The End's forest Ocelot Unit battle - watch out for ambushes (2)

ZERO
The binoculars and First Person View will prove useful in detecting the enemy's presence.

ZERO
You should also be making use of your motion detector, active sonar, and Anti-Personnel Sensor.

ZERO
You might also try using the directional microphone.

(3)

ZERO
The thermal goggles should also be effective.

The End's forest Ocelot Unit battle - don't get spotted

ZERO
Snake, if you make noise the enemy will notice you. If they call in support and surround you, you'll be in trouble.

ZERO
When you're near enemies, use stalking to slip by.

ZERO
Use suppressed weapons, CQC, and holdups to silently subdue them one by one.

The End's forest Ocelot Unit battle - take them all out

(1) *If eliminating them all is required

ZERO
Snake, you won't be able to enter the tunnel without eliminating the Ocelots first. You have to take them all out!

(2)

ZERO
Snake, there's still Ocelots out there. You need to eliminate them!

•EVA

Sokrovenno Ocelot Unit Battle

The End's forest Ocelot Unit battle - basics

EVA
The Ocelots are an elite unit hand-picked from the ranks of Spetsnaz, GRU's special forces.

EVA
So naturally their fighting skills are second to none. They're crack shots, and if they hit you, you'll likely be seriously wounded.

EVA
Avoid taking them head on. If they manage to surround you in large numbers, you're finished.

EVA
Use your camouflage to conceal yourself from them and keep moving!

•Para-Medic

Sokrovenno Ocelot Unit Battle

The End's forest Ocelot Unit battle - snipers

PARA-MEDIC
Snake, those snipers will be aiming right for your vital spots. They're precise, and you're likely to be seriously wounded if you get hit.

PARA-MEDIC
Use your camouflage to sneak past them without being seen!

•Sigint

Sokrovenno Ocelot Unit Battle

The End's forest Ocelot Unit battle - basics

SIGINT
Snake, watch out for ambushes by the Ocelots. Use your motion detector and active sonar to help you get ahead.

•Major

Prior to Reaching Mountains

After The End – before entering shaft

ZERO
Rendezvous with EVA at the top of the mountains.

ZERO
According to her, the shaft leading to the mountains should be located in the far northeastern corner of the forest.

ZERO
Enter the shaft and head into the mountains. Proceed to the northeast.

Inside mountain shaft

ZERO
Snake, the ladder at the end of that shaft should take you up into the mountains. Proceed to the back and climb the ladder.

•EVA

Prior to Reaching Mountains

After The End battle

EVA
The tunnel to the mountains is to the northeast. Head that way.

After The End dies – inside shaft

EVA
Good, you're in the tunnel. The ladder at the end of the tunnel will take you up into the mountains. Head down the tunnel and climb up the ladder.

•Major

Prior to Reaching Mountaintop Ruins

Climb

(1)

ZERO
You've found your way to the mountains, I see.

ZERO
There's an underground tunnel near the top. You can use it to sneak into Groznyj Grad.

ZERO
But EVA said the door to the tunnel is sealed off.

SNAKE
Yeah. She's supposed to bring me the key.

(2)

ZERO
First, rendezvous with EVA and get the key from her. The rendezvous point is in the ruins at the summit.

(3)
*If player is at foot or slope of mountain

ZERO
The summit is still further up the mountain. Keep heading up towards the summit.

(4)
*If player is at summit

ZERO
The summit is just up ahead. Proceed to the ruins at the top of the mountain. EVA should be waiting for you there.

Mountain Hind

(1)

SNAKE
Major, that attack chopper is here...

ZERO
The one from the heliport?

SNAKE
Yeah.

-->Major Zero Radio Conversation: Hind explanation (2)

(2)

ZERO

If the enemies in that area catch sight of you, they'll call in for support from the Hind.

ZERO

The Hind's armor is impenetrable to normal fire such as rifle bullets.

ZERO

But if you take over one of the anti-aircraft guns placed throughout the mountains, you should be able to take it on.

ZERO

What else could you use against a Hind... I suppose a rocket launcher might do the trick...

The door won't open

(1)

ZERO

That's the entrance to the underground tunnel EVA was talking about.

ZERO

Can you open it?

(2)

*If player already tried to open door

SNAKE

It's no good.

-->(5)

(3)

*If player hasn't yet tried to open door

SNAKE

I'll give it a try.

-->(4), after exiting radio screen once

(4)

SNAKE

Major, EVA was right. I can't get the door open.

ZERO

I see.

(5)

ZERO
It looks like EVA was right - the door to the underground tunnel won't open without a key.

ZERO
Rendezvous with EVA and get the key from her. Head for the ruins at the summit.

Mountains - stamina will go down quicker

ZERO
Snake, Para-Medic has something to tell you.

-->Para-Medic Radio Conversation: Stamina in the mountains

Mountains - EVA won't show up if there's any sign of danger

ZERO
Snake, EVA is a KGB spy placed in GRU. She can't be seen by the enemy making direct contact with you.

ZERO
If you're being pursued by the enemy, don't expect EVA to come out to meet you.

ZERO
Make sure it's Normal Phase before you attempt to make contact with EVA.

Mountains - the door won't open during Alert Phase

(1)

SNAKE
Major, I made it to the ruins, but the door won't open.

ZERO
EVA must have bolted it from the inside.

SNAKE
Why would she do that?

ZERO
Think about it for a minute.

SNAKE
thinks ...

SNAKE
...Oh, that. (He thinks it's because of sexual harassment the player probably committed, like staring at her breasts.)

ZERO
Make sense now?

SNAKE

Yeah. But she wouldn't bolt the door just because...

ZERO

Because of what?

SNAKE

I mean, why would she be so mad at me? I was just taking a little...

ZERO

Snake, what the hell are you talking about? She obviously doesn't want the enemy to see her meeting with you!

SNAKE

Oh...

ZERO

You've got a one-track mind...

(2)

ZERO

Right now you've got to lose the enemy. After you've returned to Normal Phase, you can go back to the ruins and try to open the door. Is that clear?

(3)

SNAKE

Yeah...

PARA-MEDIC

... What in the world did you do?

•EVA

Prior to Reaching Mountaintop Ruins

Climb the mountain

(1)

EVA
You made it to the mountains.

(2)

EVA
Those mountains are known as Krasnogorje. The name means "the red mountain ridge" in Russian.

EVA
The entire range has been fortified to act as a defense for the great fortress of Groznyj Grad.

EVA
The area near the top has been dug with bunkers and trenches, and there are anti-aircraft gun emplacements everywhere.

EVA
It's literally an impenetrable wall. Proceed with caution.

EVA
Oh, there's a provisions storehouse in the hillside area, and there's an armory at the summit.

(3)

EVA
I'll meet you in the ruins at the top of the mountains.

(4)
*If player is at foot of mountain

EVA
The summit is still a ways up. Keep going forward.

(5)
*If player is at slope of mountain

EVA
The summit is still a ways up. Keep climbing.

(6)
*If player is at summit

EVA
See those ruins at the summit? I'll be waiting for you there.

Mountain Hind

(1)

EVA
Stay alert. Volgin has sent out attack choppers to stop you.

(2)

EVA
You saw them at the heliport, didn't you? They're probably already patrolling the area.

(3)

EVA
If you get spotted by the enemy, you'll be dealing with that thing.

(4)
*If player doesn't have RPG

SNAKE
Just my luck. I don't have any weapons that'll work against them...

(5)
*If player doesn't have RPG

EVA
There should be an RPG-7 in a bunker in the hillside.

(6)
*If player doesn't have RPG

SNAKE
A portable rocket launcher, huh. That should be enough to swat bothersome flies.

(7)
*If player has RPG

SNAKE
Don't worry. I found an RPG-7. That should be enough to swat down a few flies.

(8)
*If player has RPG (second and subsequent times)

EVA
But if you had an RPG-7, you could shoot them down.

(9)

EVA
You could also try using an anti-aircraft gun.

EVA
You can take over an anti-aircraft gun by pressing the Action Button when you're near it.

Mountains - bringing a present

SNAKE
EVA, how are things on your end? Are you going to be able to make it?

EVA
I'm fine. I managed to slip out OK, though. I did run into a few snags.

SNAKE
Is there a problem?

EVA
I took a little detour on my way here.

SNAKE
Detour?

EVA
Yeah. I thought since you went to all this trouble to meet me, I should give you a present.

SNAKE
A present? What is it?

EVA
You really want to know?

SNAKE
Yeah.

EVA
It's a secret.

SNAKE
...

EVA
You'll find out when you get here.

Mountains - provisions storehouse

EVA
You must be worn out from all that mountain climbing. There's a provisions storehouse at the back of the hillside area. Why don't you go stock up on rations?

Mountains - underground tunnel

(1)

SNAKE
EVA, this door won't open...

EVA
Of course it won't.

SNAKE
Why not?

EVA
Why? Because it's the door to that underground tunnel I was telling you about, silly. Don't you listen to people when they're talking?

SNAKE
...

(2)

EVA
You won't be able to open that door without the key.

EVA
I've got that key. I'll give it to you when we meet up. The rendezvous point is the ruins at the top of the mountains. Hurry!

•Para-Medic

Prior to Reaching Mountaintop Ruins

Stamina in the mountains

(1)

PARA-MEDIC
Snake, the altitude in those mountains is pretty high. That means the oxygen concentration in the air is lower than normal.

PARA-MEDIC
When there's less oxygen in the air, naturally you'll be breathing less oxygen as well, and the oxygen content of your blood will go down.

PARA-MEDIC
In other words, you run the risk of becoming hypoxic. Hypoxia is a very serious condition. In the worst cases, it can lead to pulmonary and cerebral edema.

PARA-MEDIC
I don't think you need to worry right now, but all the same, be careful.

SNAKE
So... what do I need to be careful about?

PARA-MEDIC
In high-altitude areas, you will tire quicker than normal.

SNAKE
Okay.

(2)

PARA-MEDIC
Snake, climbing uphill takes a lot of stamina as it is. But on top of that, the air up there is thinner than normal.

PARA-MEDIC
You're burning through stamina a lot faster now than ever before.

PARA-MEDIC
Keep an eye on your stamina gauge. Be sure to eat something to restore your stamina before you run out.

•Sigint

Prior to Reaching Mountaintop Ruins

Mountain Hind

*After seeing the Hind in the mountains, first time

SNAKE
Sigint, the chopper we were talking about is flying around...

SIGINT
The one at the heliport?

SNAKE
Yeah.

-->Major Zero Radio Conversation: Hind explanation (2)

Anti-aircraft cannons

(1)

SIGINT
Snake, you see that anti-aircraft gun?

(2)

SIGINT
That's a ZU-23, a light towable anti-aircraft gun that the Soviets started producing in 1957.

SIGINT
It was designed for deployment in airborne units and motorized rifle divisions without their own self-propelled anti-air guns.

SIGINT
It's got two 23 mm air-cooled automatic cannons with a firing rate of 800 rounds per minute.

SIGINT
They usually take a six-man crew to operate, but you ought to be able to handle one by yourself.

SIGINT
In addition to shooting at low-flying aircraft, you can also use them as machine guns to target light-armored land vehicles. I imagine they'd be more than a match for that new attack chopper of theirs, too.

(3)

SIGINT

You can take over an anti-aircraft gun the same way you take over a gun emplacement — stand next to it and press the Action Button.

SIGINT

Use the Weapon Button to fire. Press the Aim Button to focus in on a target. Just remember that they've got limited ammo.

SIGINT

Also, don't forget, you can't move around while you're using an emplacement. If the enemy's getting too close for comfort, press the Action Button to ditch it, pronto.

Mountain Hind

(1)

SIGINT

The Hind is armed with a 12.7 mm machine gun on the nose and rocket pods and anti-tank missiles on the stub wing hard points...

SIGINT

Normally, you'd be crazy to try and fight it on foot. If it starts attacking with the machine gun or the rockets, take cover behind something as fast as you can.

SIGINT

As for the missiles, you should be able to knock out their guidance system by using a chaff grenade to block the radio signal.

(2)

SIGINT

Your assault rifle won't penetrate the Hind's armor.

(3)
*If player has RPG

SIGINT

Try the RPG-7.

(4)
*If player doesn't have RPG

SIGINT

If you don't use a rocket launcher or something with similar firepower you won't be able to take it down.

(5)
*If player has heard EVA Radio Conversation: Mountain Hind

SIGINT

EVA said there was an RPG-7 in those mountains, right? With an RPG-7, you might stand a chance against the Hind. Go find it.

(6)

SIGINT

If you can take over one of the anti-aircraft guns in the mountains, you'll be more than a match for that Hind.

Mountain Hind (4) - infantry drops

SIGINT

The Hind is a transport-attack chopper that can carry personnel. It might drop some troops on you. Don't get caught off guard.

Mountain Hind (5) - snipe the pilot

SIGINT

The Hind is protected by heavy armor, but a rifle bullet might be able to penetrate through the cockpit canopy. Try using the SVD.

8.41

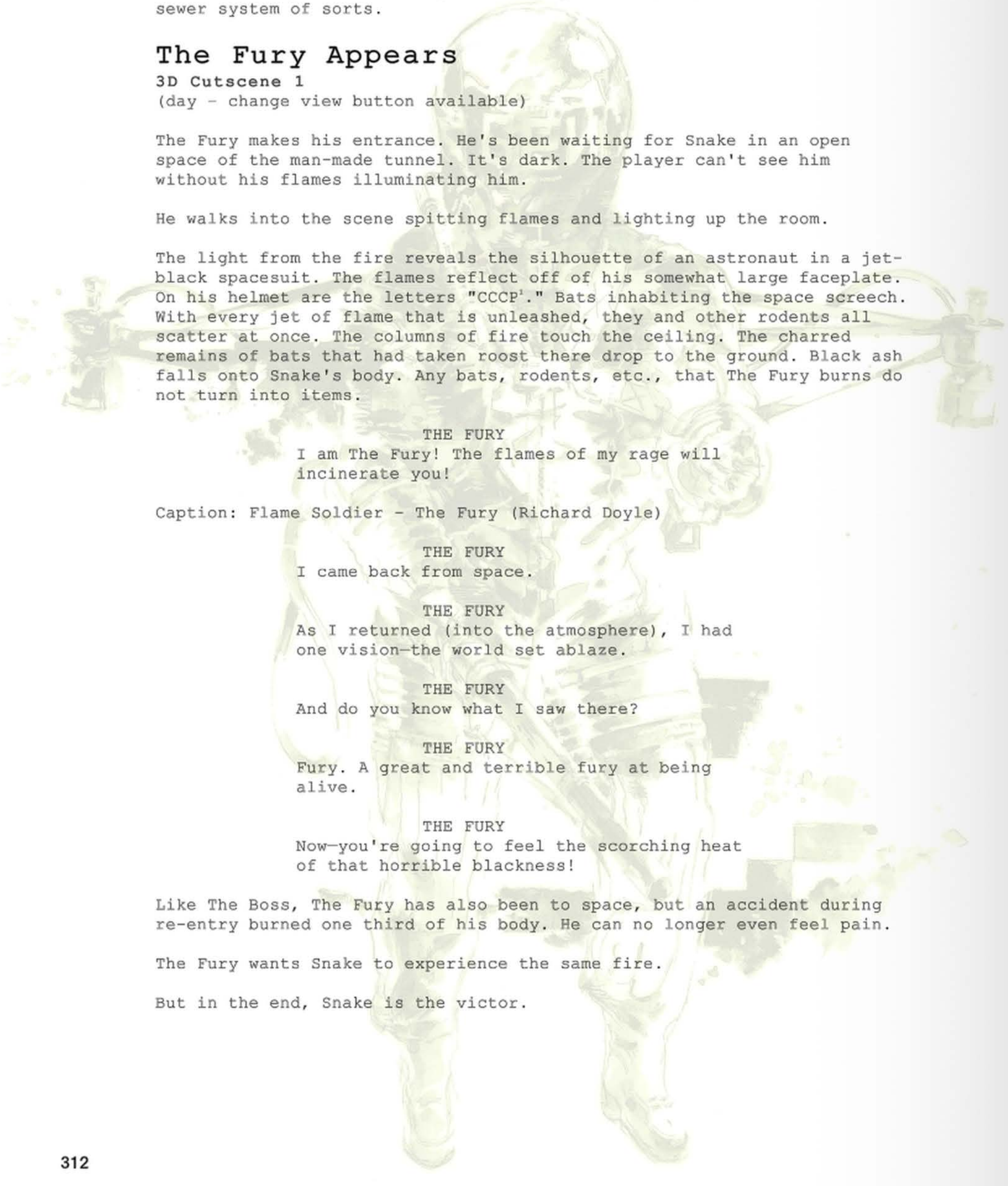
SECTION 5

After Rendezvous with EVA at Mountaintop Ruins

– Prior to Rendezvous with EVA Behind Waterfall

山頂廃墟ＥＶＡ合流後～滝裏ＥＶＡ合流前

Using the key he got from EVA, Snake opens the door halfway up the mountain and proceeds through the underground tunnel, which is like a sewer system of sorts.



The Fury Appears

3D Cutscene 1

(day - change view button available)

The Fury makes his entrance. He's been waiting for Snake in an open space of the man-made tunnel. It's dark. The player can't see him without his flames illuminating him.

He walks into the scene spitting flames and lighting up the room.

The light from the fire reveals the silhouette of an astronaut in a jet-black spacesuit. The flames reflect off of his somewhat large faceplate. On his helmet are the letters "CCCP[1]." Bats inhabiting the space screech. With every jet of flame that is unleashed, they and other rodents all scatter at once. The columns of fire touch the ceiling. The charred remains of bats that had taken roost there drop to the ground. Black ash falls onto Snake's body. Any bats, rodents, etc., that The Fury burns do not turn into items.

THE FURY
I am The Fury! The flames of my rage will incinerate you!

Caption: Flame Soldier - The Fury (Richard Doyle)

THE FURY
I came back from space.

THE FURY
As I returned (into the atmosphere), I had one vision—the world set ablaze.

THE FURY
And do you know what I saw there?

THE FURY
Fury. A great and terrible fury at being alive.

THE FURY
Now—you're going to feel the scorching heat of that horrible blackness!

Like The Boss, The Fury has also been to space, but an accident during re-entry burned one third of his body. He can no longer even feel pain.

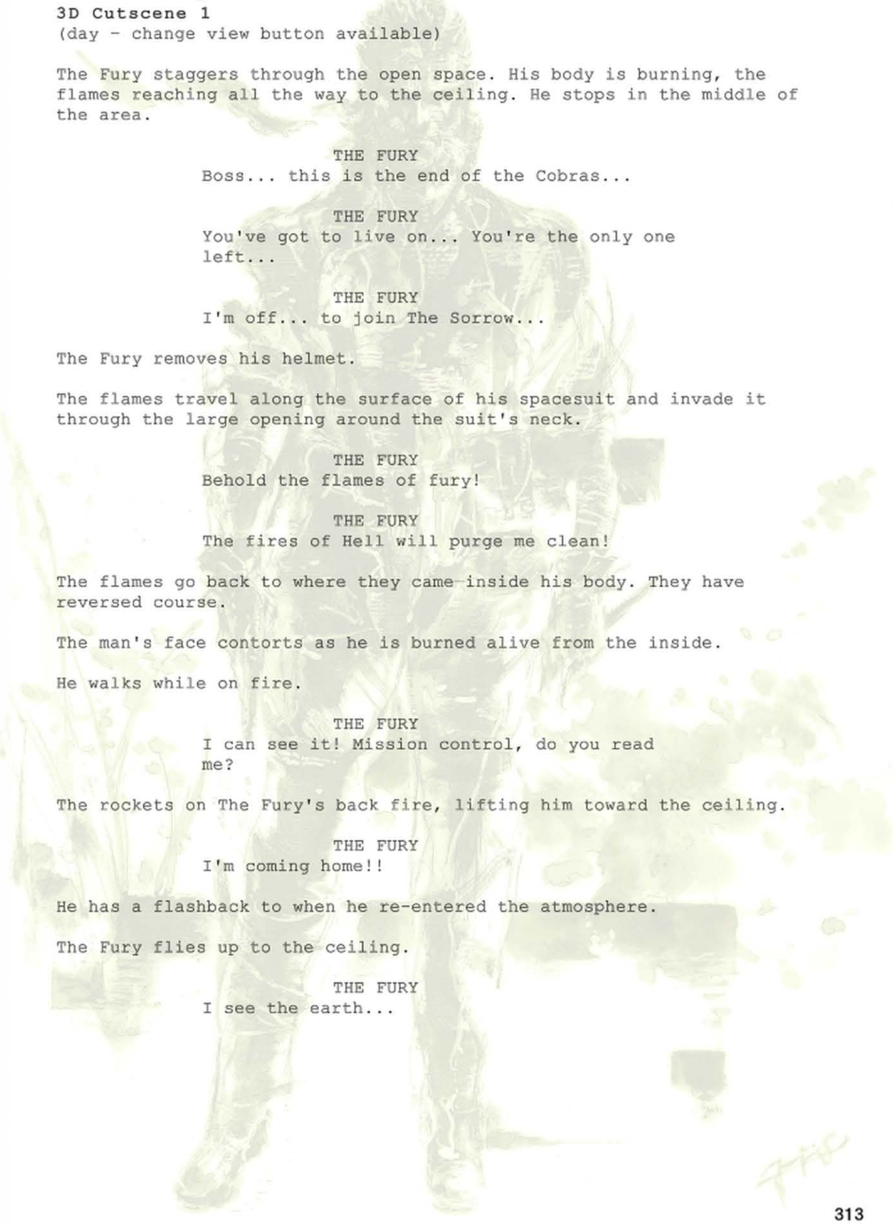
The Fury wants Snake to experience the same fire.

But in the end, Snake is the victor.

The Fury Dies

3D Cutscene 1

(day - change view button available)



The Fury staggers through the open space. His body is burning, the flames reaching all the way to the ceiling. He stops in the middle of the area.

THE FURY

Boss... this is the end of the Cobras...

THE FURY

You've got to live on... You're the only one left...

THE FURY

I'm off... to join The Sorrow...

The Fury removes his helmet.

The flames travel along the surface of his spacesuit and invade it through the large opening around the suit's neck.

THE FURY

Behold the flames of fury!

THE FURY

The fires of Hell will purge me clean!

The flames go back to where they came inside his body. They have reversed course.

The man's face contorts as he is burned alive from the inside.

He walks while on fire.

THE FURY

I can see it! Mission control, do you read me?

The rockets on The Fury's back fire, lifting him toward the ceiling.

THE FURY

I'm coming home!!

He has a flashback to when he re-entered the atmosphere.

The Fury flies up to the ceiling.

THE FURY

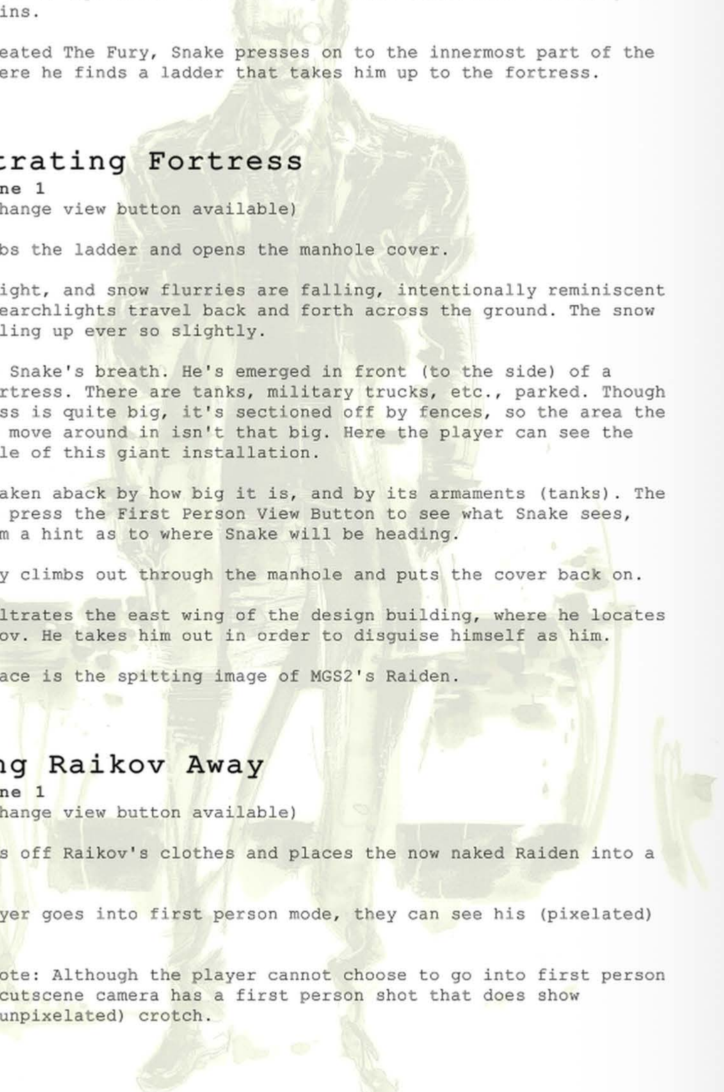
I see the earth...

He crashes into it, exploding in a massive blast!

The ceiling starts to cave in. Snake runs for the exit.

Flames in the form of a dragon (its head has a human face, probably The Fury's) race through the tunnel. The door Snake took to get here is destroyed in an explosion. Fallen rock prevents Snake from returning to the mountains.

Having defeated The Fury, Snake presses on to the innermost part of the tunnel, where he finds a ladder that takes him up to the fortress.



Infiltrating Fortress

3D Cutscene 1

(night - change view button available)

Snake climbs the ladder and opens the manhole cover.

It's now night, and snow flurries are falling, intentionally reminiscent of MGS1. Searchlights travel back and forth across the ground. The snow is even piling up ever so slightly.

We can see Snake's breath. He's emerged in front (to the side) of a massive fortress. There are tanks, military trucks, etc., parked. Though the fortress is quite big, it's sectioned off by fences, so the area the player can move around in isn't that big. Here the player can see the entire scale of this giant installation.

Snake is taken aback by how big it is, and by its armaments (tanks). The player can press the First Person View Button to see what Snake sees, giving them a hint as to where Snake will be heading.

He silently climbs out through the manhole and puts the cover back on.

Snake infiltrates the east wing of the design building, where he locates Major Raikov. He takes him out in order to disguise himself as him.

Raikov's face is the spitting image of MGS2's Raiden.

Locking Raikov Away

3D Cutscene 1

(night - change view button available)

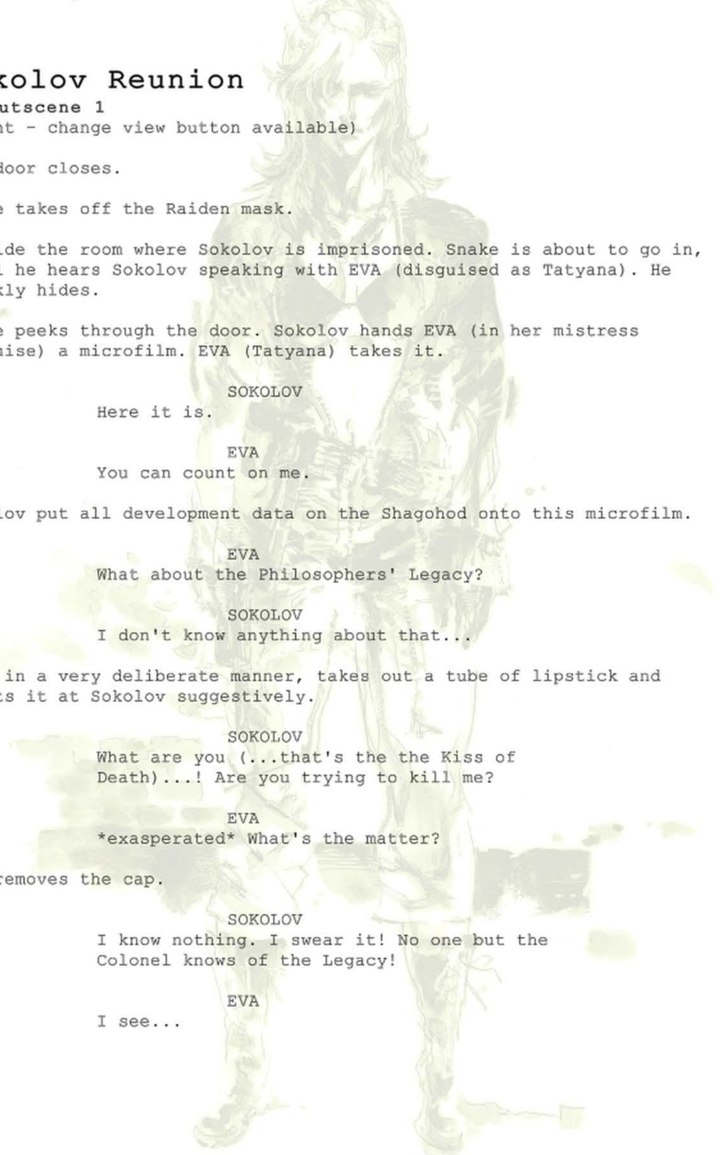
Snake takes off Raikov's clothes and places the now naked Raiden into a locker.

If the player goes into first person mode, they can see his (pixelated) crotch.

Editor's Note: Although the player cannot choose to go into first person mode, the cutscene camera has a first person shot that does show Raikov's (unpixelated) crotch.

Snake closes the locker.

Snake puts on Raikov's uniform and the disguise mask, passes through the main wing of the design lab, down a corridor, and infiltrates the west wing, making it to the room where Sokolov is behind held.



Sokolov Reunion

3D Cutscene 1

(night - change view button available)

The door closes.

Snake takes off the Raiden mask.

Outside the room where Sokolov is imprisoned. Snake is about to go in, until he hears Sokolov speaking with EVA (disguised as Tatyana). He quickly hides.

Snake peeks through the door. Sokolov hands EVA (in her mistress disguise) a microfilm. EVA (Tatyana) takes it.

SOKOLOV
Here it is.

EVA
You can count on me.

Sokolov put all development data on the Shagohod onto this microfilm.

EVA
What about the Philosophers' Legacy?

SOKOLOV
I don't know anything about that...

EVA, in a very deliberate manner, takes out a tube of lipstick and points it at Sokolov suggestively.

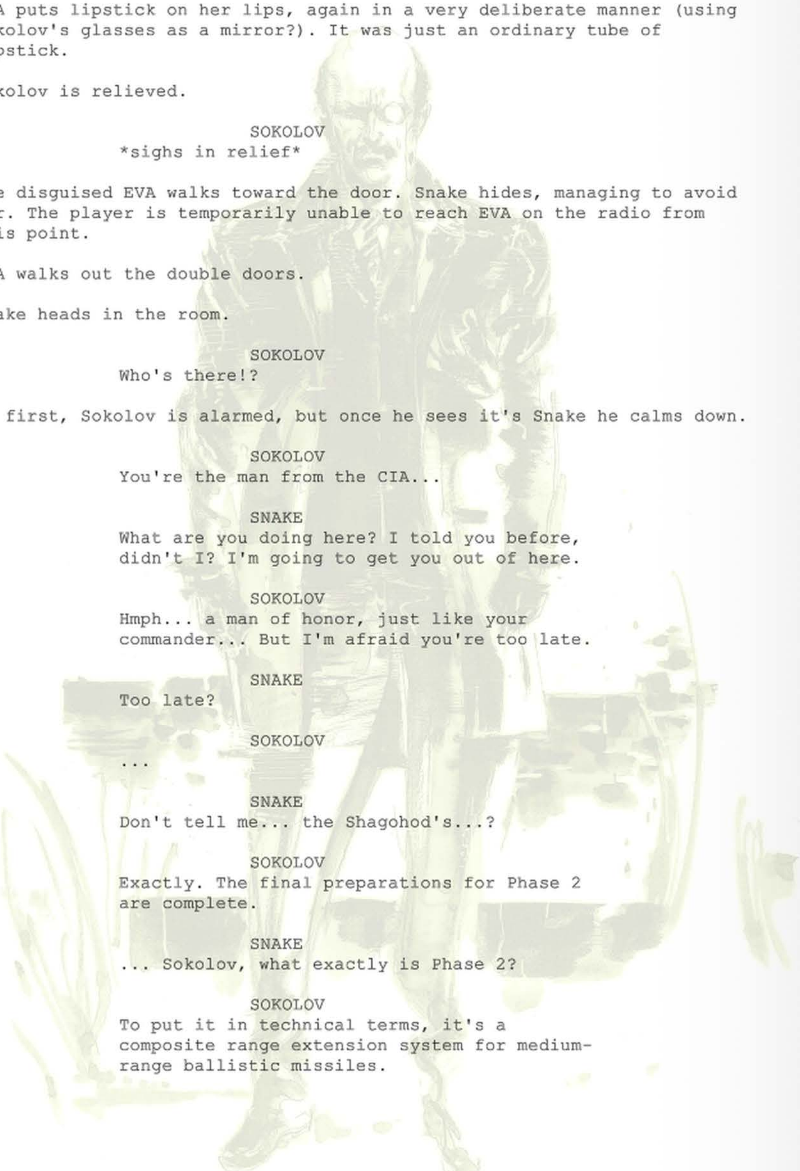
SOKOLOV
What are you (...that's the the Kiss of Death)...! Are you trying to kill me?

EVA
exasperated What's the matter?

EVA removes the cap.

SOKOLOV
I know nothing. I swear it! No one but the Colonel knows of the Legacy!

EVA
I see...



SOKOLOV
No, don't...!

EVA puts lipstick on her lips, again in a very deliberate manner (using Sokolov's glasses as a mirror?). It was just an ordinary tube of lipstick.

Sokolov is relieved.

SOKOLOV
sighs in relief

The disguised EVA walks toward the door. Snake hides, managing to avoid her. The player is temporarily unable to reach EVA on the radio from this point.

EVA walks out the double doors.

Snake heads in the room.

SOKOLOV
Who's there!?

At first, Sokolov is alarmed, but once he sees it's Snake he calms down.

SOKOLOV
You're the man from the CIA...

SNAKE
What are you doing here? I told you before, didn't I? I'm going to get you out of here.

SOKOLOV
Hmph... a man of honor, just like your commander... But I'm afraid you're too late.

SNAKE
Too late?

SOKOLOV
...

SNAKE
Don't tell me... the Shagohod's...?

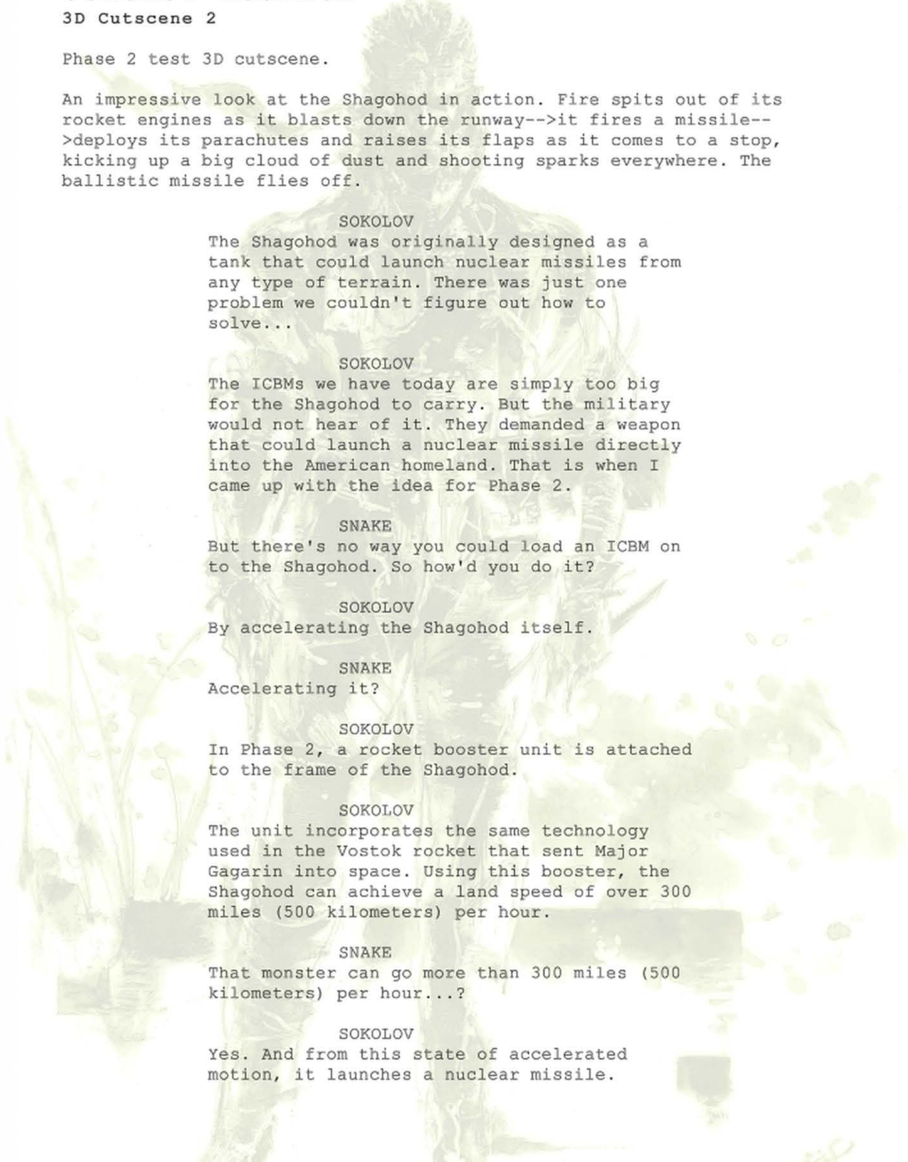
SOKOLOV
Exactly. The final preparations for Phase 2 are complete.

SNAKE
... Sokolov, what exactly is Phase 2?

SOKOLOV
To put it in technical terms, it's a composite range extension system for medium-range ballistic missiles.

Sokolov Reunion

3D Cutscene 2



Phase 2 test 3D cutscene.

An impressive look at the Shagohod in action. Fire spits out of its rocket engines as it blasts down the runway-->it fires a missile-->deploys its parachutes and raises its flaps as it comes to a stop, kicking up a big cloud of dust and shooting sparks everywhere. The ballistic missile flies off.

SOKOLOV
The Shagohod was originally designed as a tank that could launch nuclear missiles from any type of terrain. There was just one problem we couldn't figure out how to solve...

SOKOLOV
The ICBMs we have today are simply too big for the Shagohod to carry. But the military would not hear of it. They demanded a weapon that could launch a nuclear missile directly into the American homeland. That is when I came up with the idea for Phase 2.

SNAKE
But there's no way you could load an ICBM on to the Shagohod. So how'd you do it?

SOKOLOV
By accelerating the Shagohod itself.

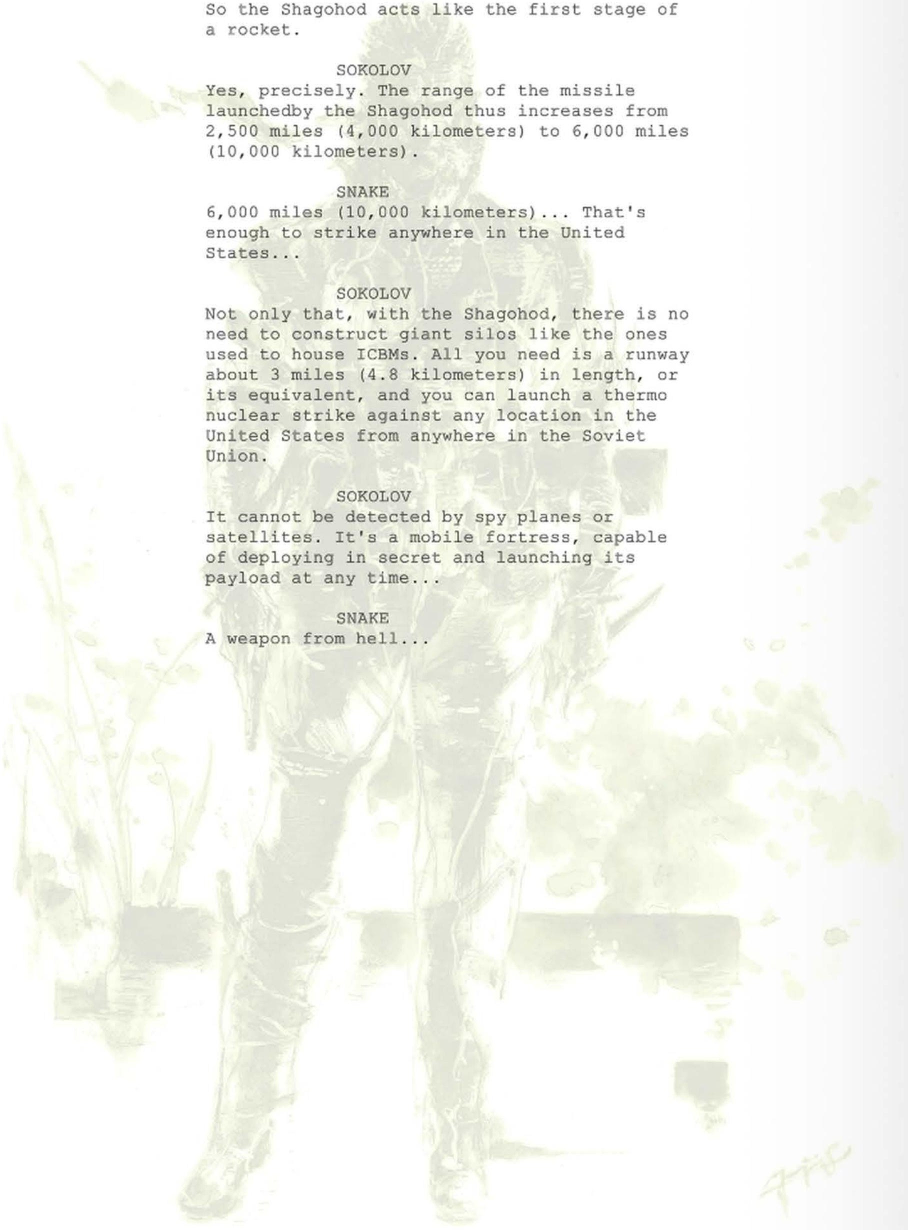
SNAKE
Accelerating it?

SOKOLOV
In Phase 2, a rocket booster unit is attached to the frame of the Shagohod.

SOKOLOV
The unit incorporates the same technology used in the Vostok rocket that sent Major Gagarin into space. Using this booster, the Shagohod can achieve a land speed of over 300 miles (500 kilometers) per hour.

SNAKE
That monster can go more than 300 miles (500 kilometers) per hour...?

SOKOLOV
Yes. And from this state of accelerated motion, it launches a nuclear missile.



SNAKE
So the Shagohod acts like the first stage of a rocket.

SOKOLOV
Yes, precisely. The range of the missile launchedby the Shagohod thus increases from 2,500 miles (4,000 kilometers) to 6,000 miles (10,000 kilometers).

SNAKE
6,000 miles (10,000 kilometers)... That's enough to strike anywhere in the United States...

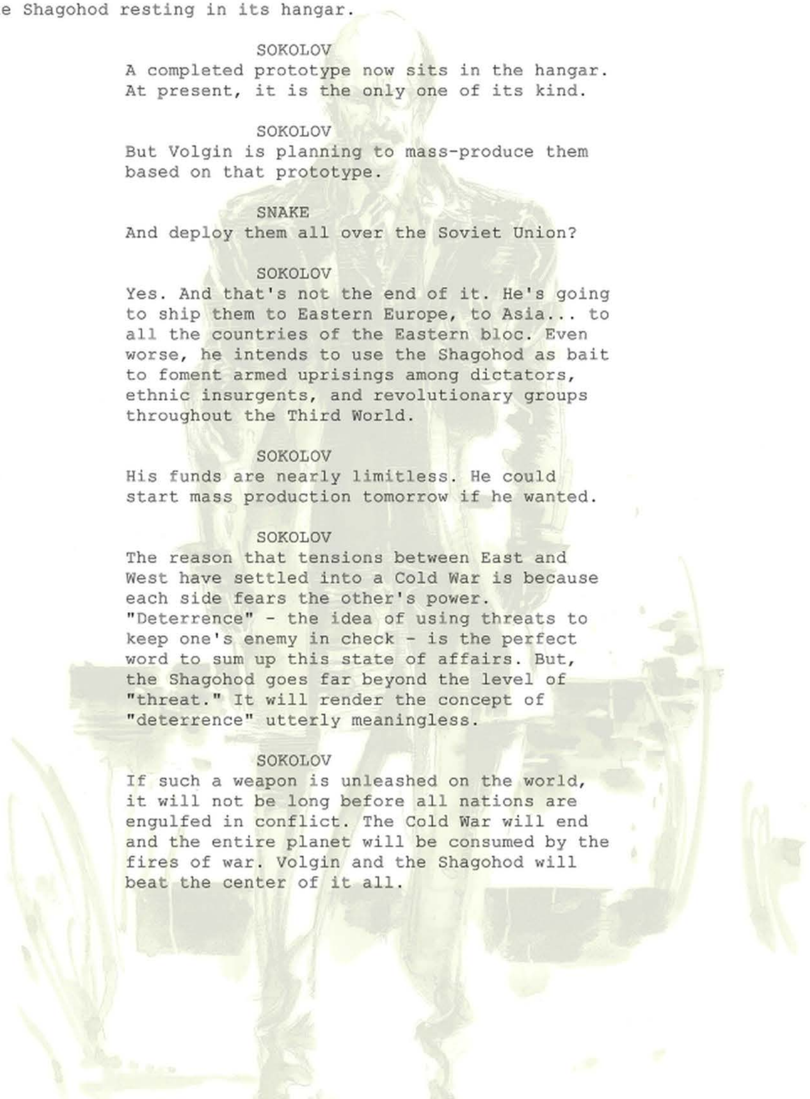
SOKOLOV
Not only that, with the Shagohod, there is no need to construct giant silos like the ones used to house ICBMs. All you need is a runway about 3 miles (4.8 kilometers) in length, or its equivalent, and you can launch a thermo nuclear strike against any location in the United States from anywhere in the Soviet Union.

SOKOLOV
It cannot be detected by spy planes or satellites. It's a mobile fortress, capable of deploying in secret and launching its payload at any time...

SNAKE
A weapon from hell...

Sokolov Reunion

3D Cutscene 3



The Shagohod resting in its hangar.

SOKOLOV
A completed prototype now sits in the hangar. At present, it is the only one of its kind.

SOKOLOV
But Volgin is planning to mass-produce them based on that prototype.

SNAKE
And deploy them all over the Soviet Union?

SOKOLOV
Yes. And that's not the end of it. He's going to ship them to Eastern Europe, to Asia... to all the countries of the Eastern bloc. Even worse, he intends to use the Shagohod as bait to foment armed uprisings among dictators, ethnic insurgents, and revolutionary groups throughout the Third World.

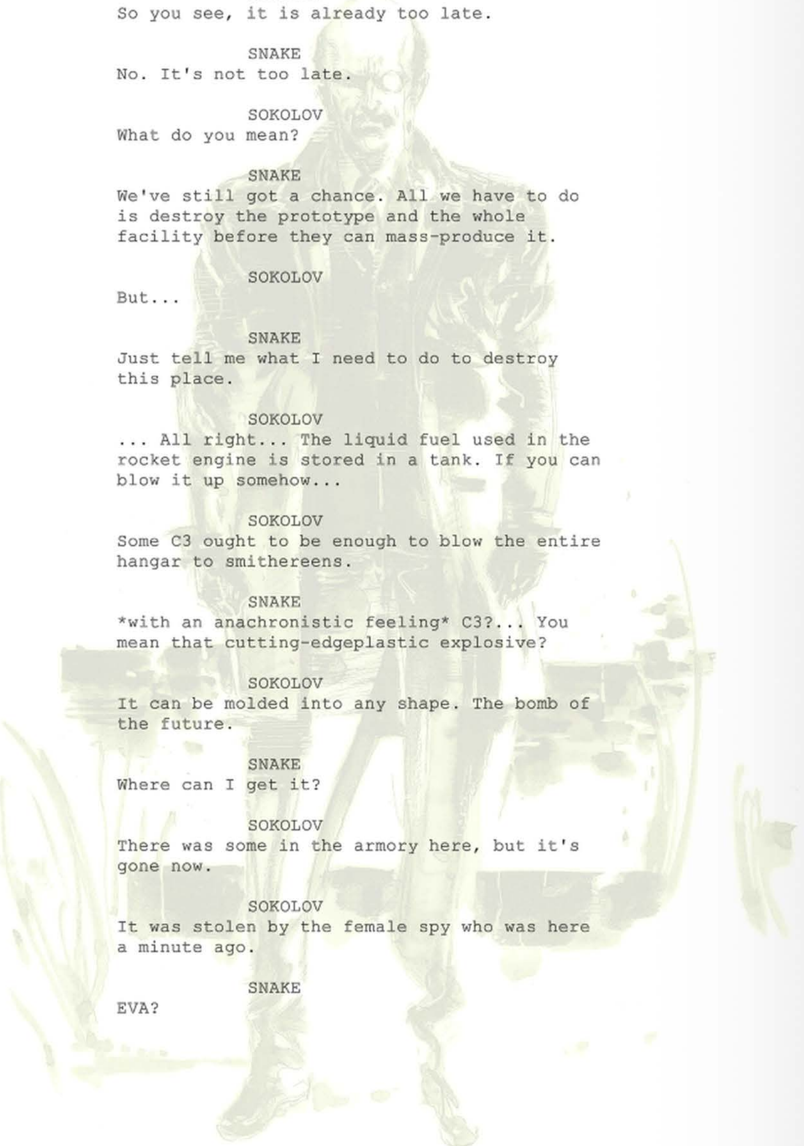
SOKOLOV
His funds are nearly limitless. He could start mass production tomorrow if he wanted.

SOKOLOV
The reason that tensions between East and West have settled into a Cold War is because each side fears the other's power. "Deterrence" - the idea of using threats to keep one's enemy in check - is the perfect word to sum up this state of affairs. But, the Shagohod goes far beyond the level of "threat." It will render the concept of "deterrence" utterly meaningless.

SOKOLOV
If such a weapon is unleashed on the world, it will not be long before all nations are engulfed in conflict. The Cold War will end and the entire planet will be consumed by the fires of war. Volgin and the Shagohod will beat the center of it all.

Sokolov Reunion

3D Cutscene 4



SOKOLOV
So you see, it is already too late.

SNAKE
No. It's not too late.

SOKOLOV
What do you mean?

SNAKE
We've still got a chance. All we have to do is destroy the prototype and the whole facility before they can mass-produce it.

SOKOLOV
But...

SNAKE
Just tell me what I need to do to destroy this place.

SOKOLOV
... All right... The liquid fuel used in the rocket engine is stored in a tank. If you can blow it up somehow...

SOKOLOV
Some C3 ought to be enough to blow the entire hangar to smithereens.

SNAKE
with an anachronistic feeling C3?... You mean that cutting-edgeplastic explosive?

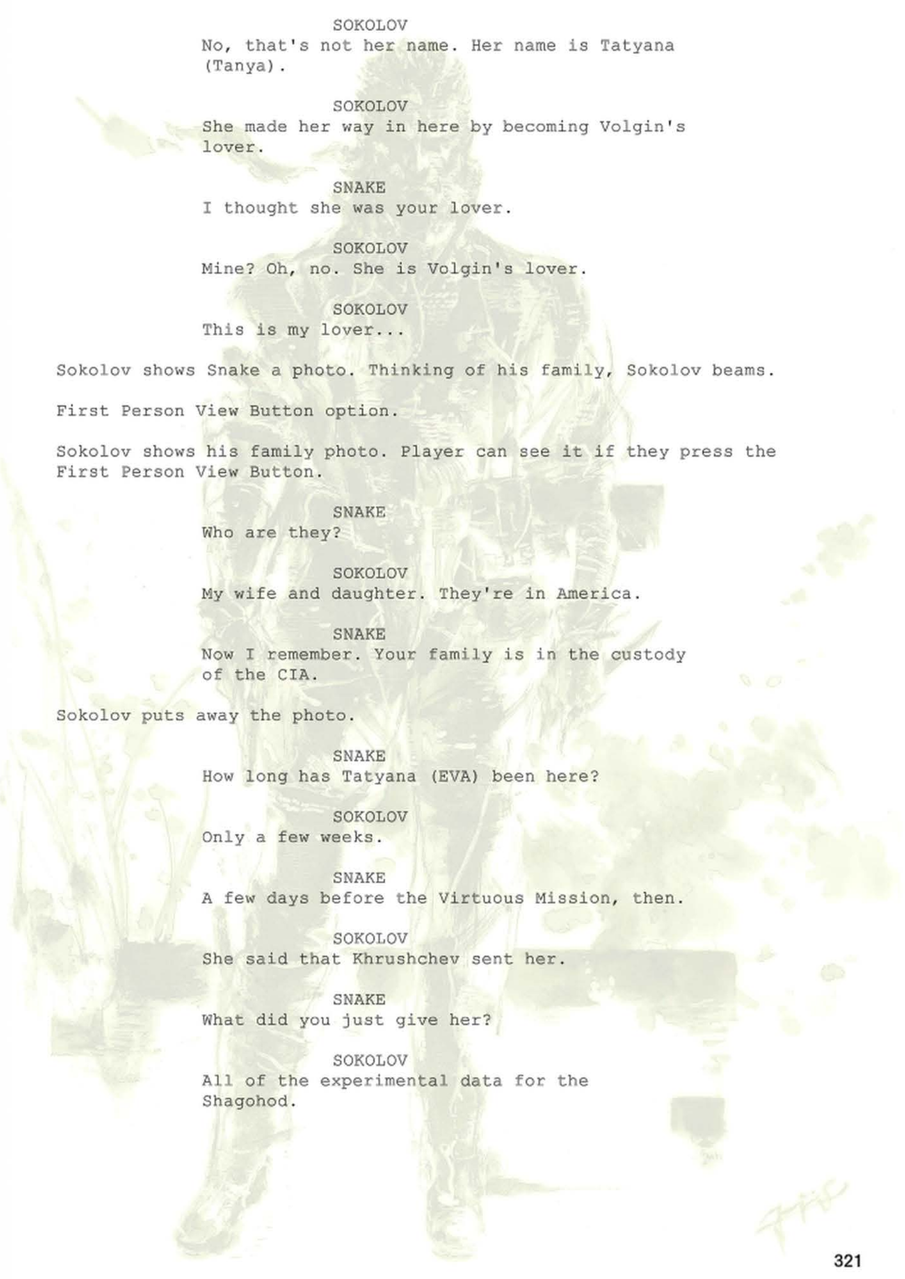
SOKOLOV
It can be molded into any shape. The bomb of the future.

SNAKE
Where can I get it?

SOKOLOV
There was some in the armory here, but it's gone now.

SOKOLOV
It was stolen by the female spy who was here a minute ago.

SNAKE
EVA?



SOKOLOV
No, that's not her name. Her name is Tatyana
(Tanya).

SOKOLOV
She made her way in here by becoming Volgin's
lover.

SNAKE
I thought she was your lover.

SOKOLOV
Mine? Oh, no. She is Volgin's lover.

SOKOLOV
This is my lover...

Sokolov shows Snake a photo. Thinking of his family, Sokolov beams.

First Person View Button option.

Sokolov shows his family photo. Player can see it if they press the First Person View Button.

SNAKE
Who are they?

SOKOLOV
My wife and daughter. They're in America.

SNAKE
Now I remember. Your family is in the custody
of the CIA.

Sokolov puts away the photo.

SNAKE
How long has Tatyana (EVA) been here?

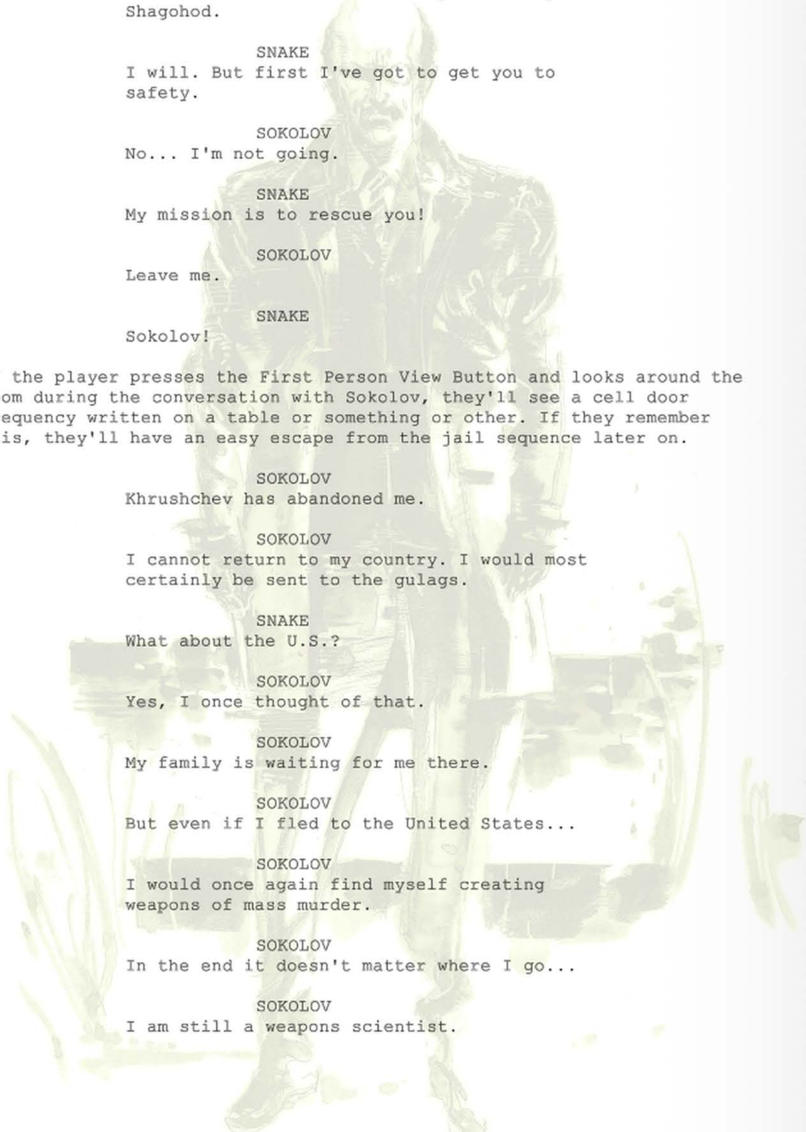
SOKOLOV
Only a few weeks.

SNAKE
A few days before the Virtuous Mission, then.

SOKOLOV
She said that Khrushchev sent her.

SNAKE
What did you just give her?

SOKOLOV
All of the experimental data for the
Shagohod.



EVA has been duping Sokolov. Her plan is to take all the technical and test data on the Shagohod back to China.

SOKOLOV
Please, it is essential that you destroy the Shagohod.

SNAKE
I will. But first I've got to get you to safety.

SOKOLOV
No... I'm not going.

SNAKE
My mission is to rescue you!

SOKOLOV
Leave me.

SNAKE
Sokolov!

If the player presses the First Person View Button and looks around the room during the conversation with Sokolov, they'll see a cell door frequency written on a table or something or other. If they remember this, they'll have an easy escape from the jail sequence later on.

SOKOLOV
Khrushchev has abandoned me.

SOKOLOV
I cannot return to my country. I would most certainly be sent to the gulags.

SNAKE
What about the U.S.?

SOKOLOV
Yes, I once thought of that.

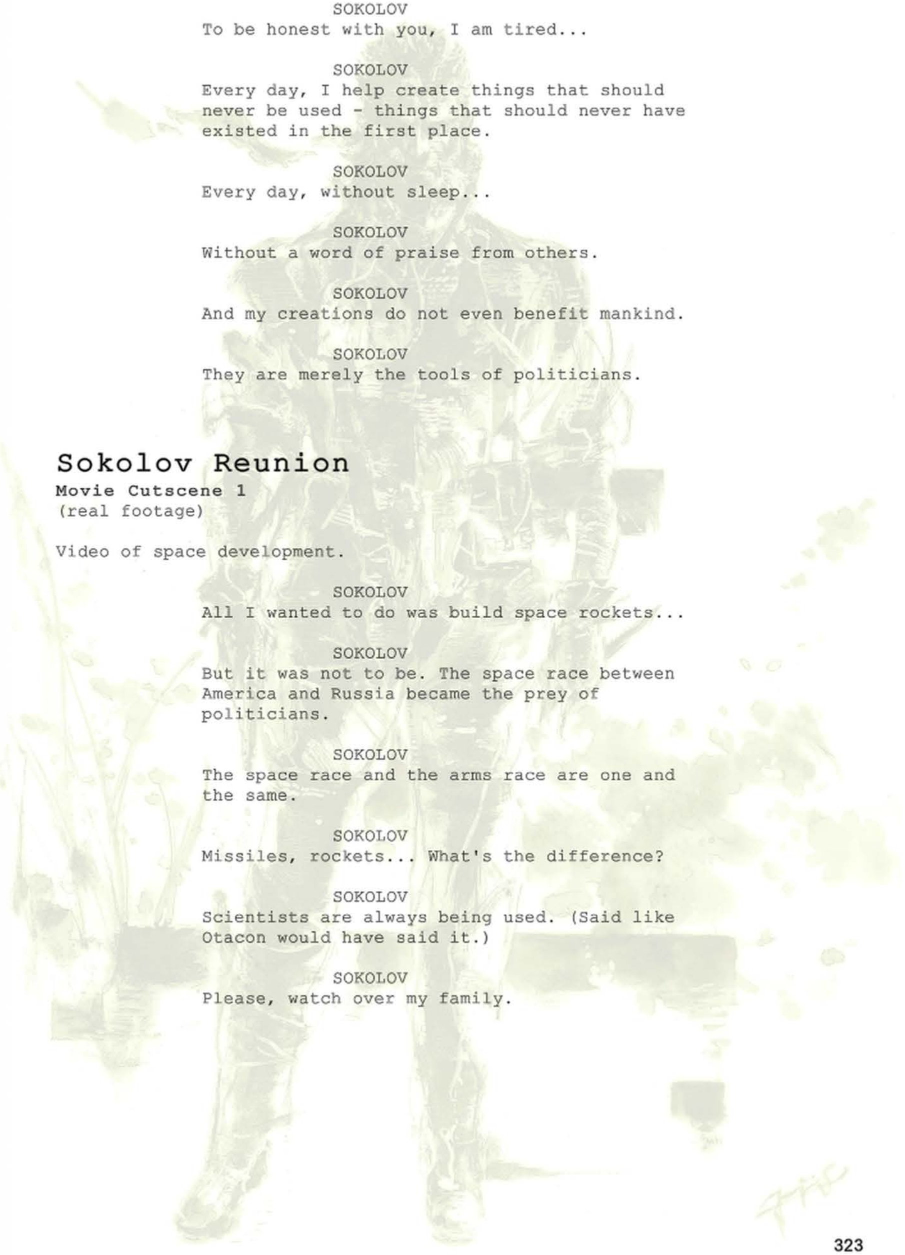
SOKOLOV
My family is waiting for me there.

SOKOLOV
But even if I fled to the United States...

SOKOLOV
I would once again find myself creating weapons of mass murder.

SOKOLOV
In the end it doesn't matter where I go...

SOKOLOV
I am still a weapons scientist.



SOKOLOV
To be honest with you, I am tired...

SOKOLOV
Every day, I help create things that should never be used - things that should never have existed in the first place.

SOKOLOV
Every day, without sleep...

SOKOLOV
Without a word of praise from others.

SOKOLOV
And my creations do not even benefit mankind.

SOKOLOV
They are merely the tools of politicians.

Sokolov Reunion

Movie Cutscene 1
(real footage)

Video of space development.

SOKOLOV
All I wanted to do was build space rockets...

SOKOLOV
But it was not to be. The space race between America and Russia became the prey of politicians.

SOKOLOV
The space race and the arms race are one and the same.

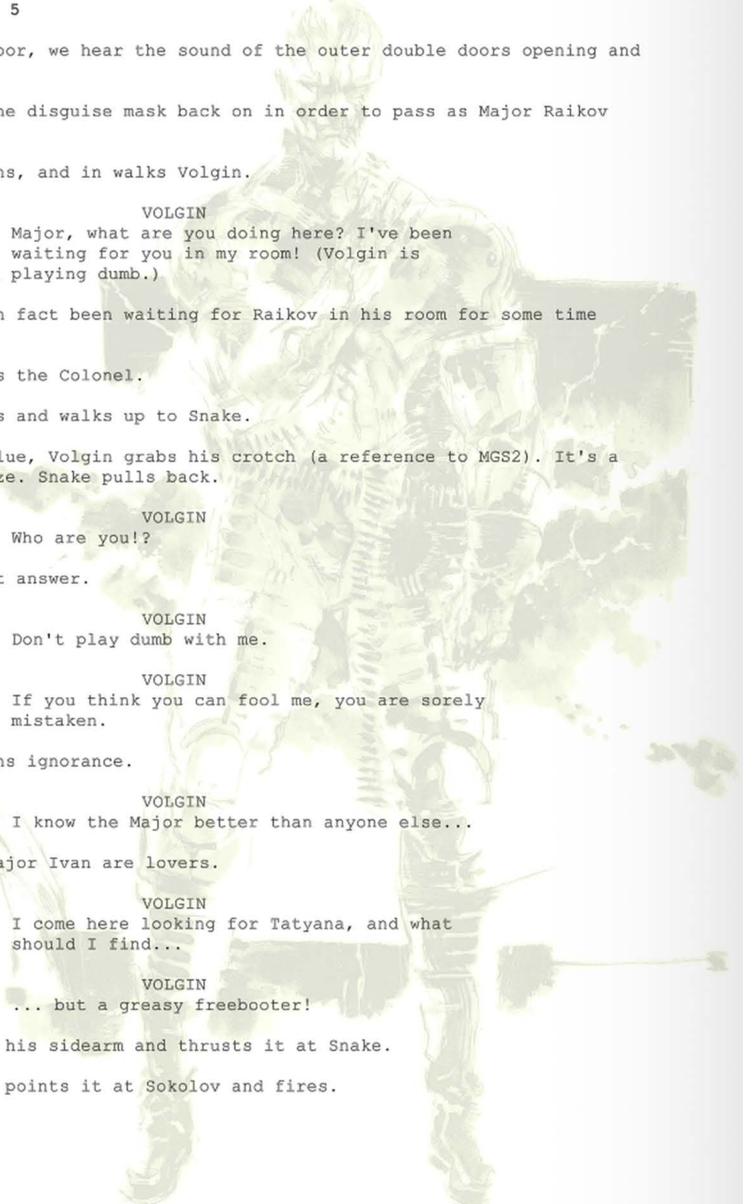
SOKOLOV
Missiles, rockets... What's the difference?

SOKOLOV
Scientists are always being used. (Said like Otacon would have said it.)

SOKOLOV
Please, watch over my family.

Sokolov Reunion

3D Cutscene 5



Beyond the door, we hear the sound of the outer double doors opening and closing.

Snake puts the disguise mask back on in order to pass as Major Raikov again.

The door opens, and in walks Volgin.

VOLGIN
Major, what are you doing here? I've been waiting for you in my room! (Volgin is playing dumb.)

Volgin has in fact been waiting for Raikov in his room for some time alone.

Snake salutes the Colonel.

Volgin sneers and walks up to Snake.

Out of the blue, Volgin grabs his crotch (a reference to MGS2). It's a different size. Snake pulls back.

VOLGIN
Who are you!?

Snake doesn't answer.

VOLGIN
Don't play dumb with me.

VOLGIN
If you think you can fool me, you are sorely mistaken.

Sokolov feigns ignorance.

VOLGIN
I know the Major better than anyone else...

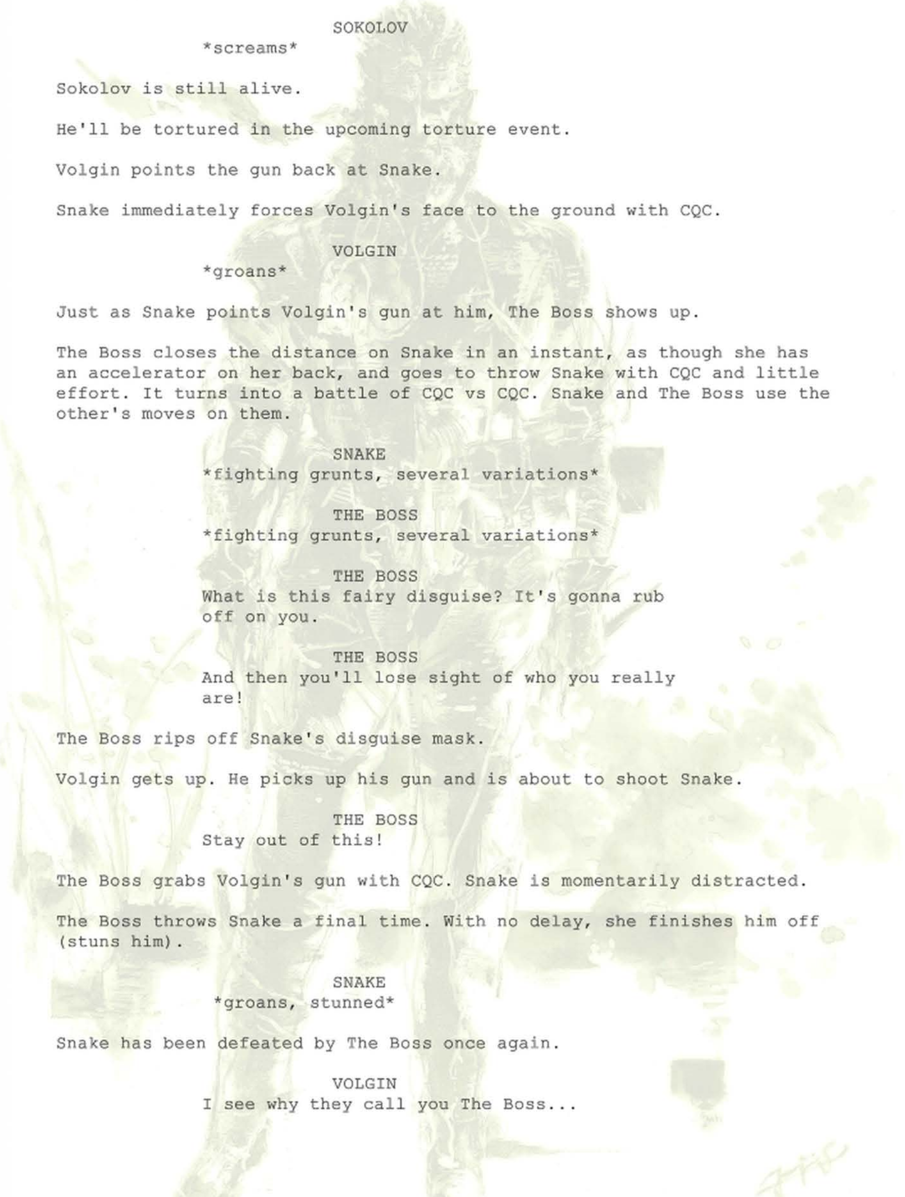
Volgin and Major Ivan are lovers.

VOLGIN
I come here looking for Tatyana, and what should I find...

VOLGIN
... but a greasy freebooter!

Volgin draws his sidearm and thrusts it at Snake.

Suddenly, he points it at Sokolov and fires.



Volgin puts a bullet in each knee.

SOKOLOV
screams

Sokolov is still alive.

He'll be tortured in the upcoming torture event.

Volgin points the gun back at Snake.

Snake immediately forces Volgin's face to the ground with CQC.

VOLGIN
groans

Just as Snake points Volgin's gun at him, The Boss shows up.

The Boss closes the distance on Snake in an instant, as though she has an accelerator on her back, and goes to throw Snake with CQC and little effort. It turns into a battle of CQC vs CQC. Snake and The Boss use the other's moves on them.

SNAKE
fighting grunts, several variations

THE BOSS
fighting grunts, several variations

THE BOSS
What is this fairy disguise? It's gonna rub off on you.

THE BOSS
And then you'll lose sight of who you really are!

The Boss rips off Snake's disguise mask.

Volgin gets up. He picks up his gun and is about to shoot Snake.

THE BOSS
Stay out of this!

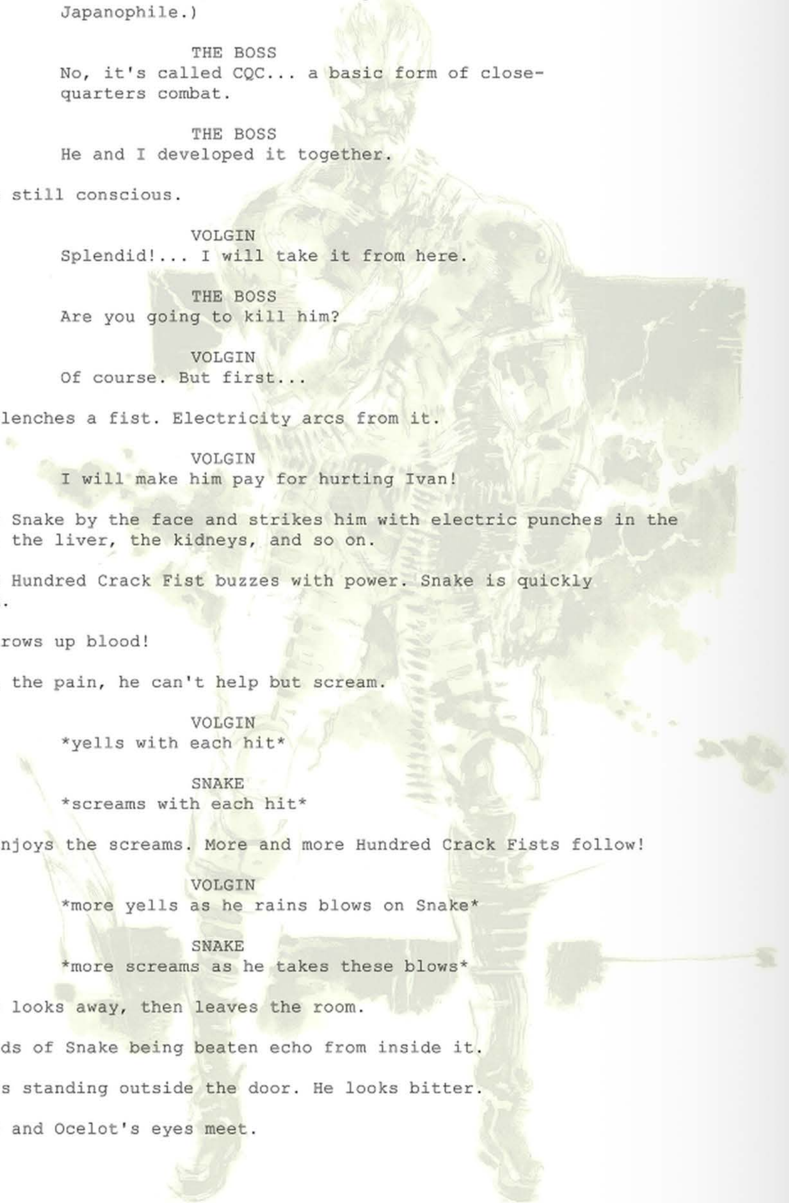
The Boss grabs Volgin's gun with CQC. Snake is momentarily distracted.

The Boss throws Snake a final time. With no delay, she finishes him off (stuns him).

SNAKE
groans, stunned

Snake has been defeated by The Boss once again.

VOLGIN
I see why they call you The Boss...



VOLGIN
What was that, some kind of judo? (He's a Japanophile.)

THE BOSS
No, it's called CQC... a basic form of close-quarters combat.

THE BOSS
He and I developed it together.

Snake is still conscious.

VOLGIN
Splendid!... I will take it from here.

THE BOSS
Are you going to kill him?

VOLGIN
Of course. But first...

Volgin clenches a fist. Electricity arcs from it.

VOLGIN
I will make him pay for hurting Ivan!

He grabs Snake by the face and strikes him with electric punches in the stomach, the liver, the kidneys, and so on.

Volgin's Hundred Crack Fist buzzes with power. Snake is quickly battered.

Snake throws up blood!

With all the pain, he can't help but scream.

VOLGIN
yells with each hit

SNAKE
screams with each hit

Volgin enjoys the screams. More and more Hundred Crack Fists follow!

VOLGIN
more yells as he rains blows on Snake

SNAKE
more screams as he takes these blows

The Boss looks away, then leaves the room.

The sounds of Snake being beaten echo from inside it.

Ocelot is standing outside the door. He looks bitter.

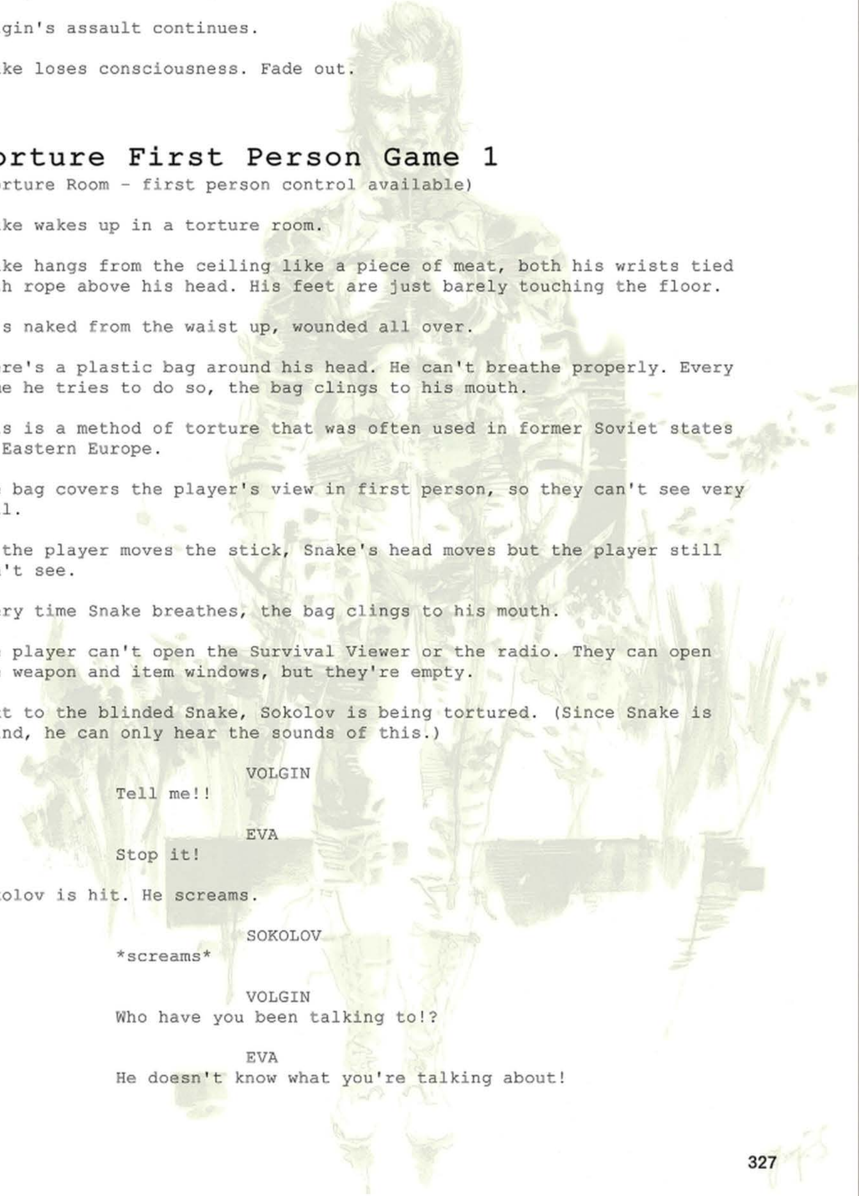
The Boss and Ocelot's eyes meet.

Ocelot breaks eye contact. The Boss leaves.

Editor's Note: In the release version, The Boss doesn't look Ocelot in the eye. She walks away with her head turned from him.

Volgin's assault continues.

Snake loses consciousness. Fade out.



Torture First Person Game 1

(Torture Room - first person control available)

Snake wakes up in a torture room.

Snake hangs from the ceiling like a piece of meat, both his wrists tied with rope above his head. His feet are just barely touching the floor.

He's naked from the waist up, wounded all over.

There's a plastic bag around his head. He can't breathe properly. Every time he tries to do so, the bag clings to his mouth.

This is a method of torture that was often used in former Soviet states in Eastern Europe.

The bag covers the player's view in first person, so they can't see very well.

If the player moves the stick, Snake's head moves but the player still can't see.

Every time Snake breathes, the bag clings to his mouth.

The player can't open the Survival Viewer or the radio. They can open the weapon and item windows, but they're empty.

Next to the blinded Snake, Sokolov is being tortured. (Since Snake is blind, he can only hear the sounds of this.)

VOLGIN

Tell me!!

EVA

Stop it!

Sokolov is hit. He screams.

SOKOLOV

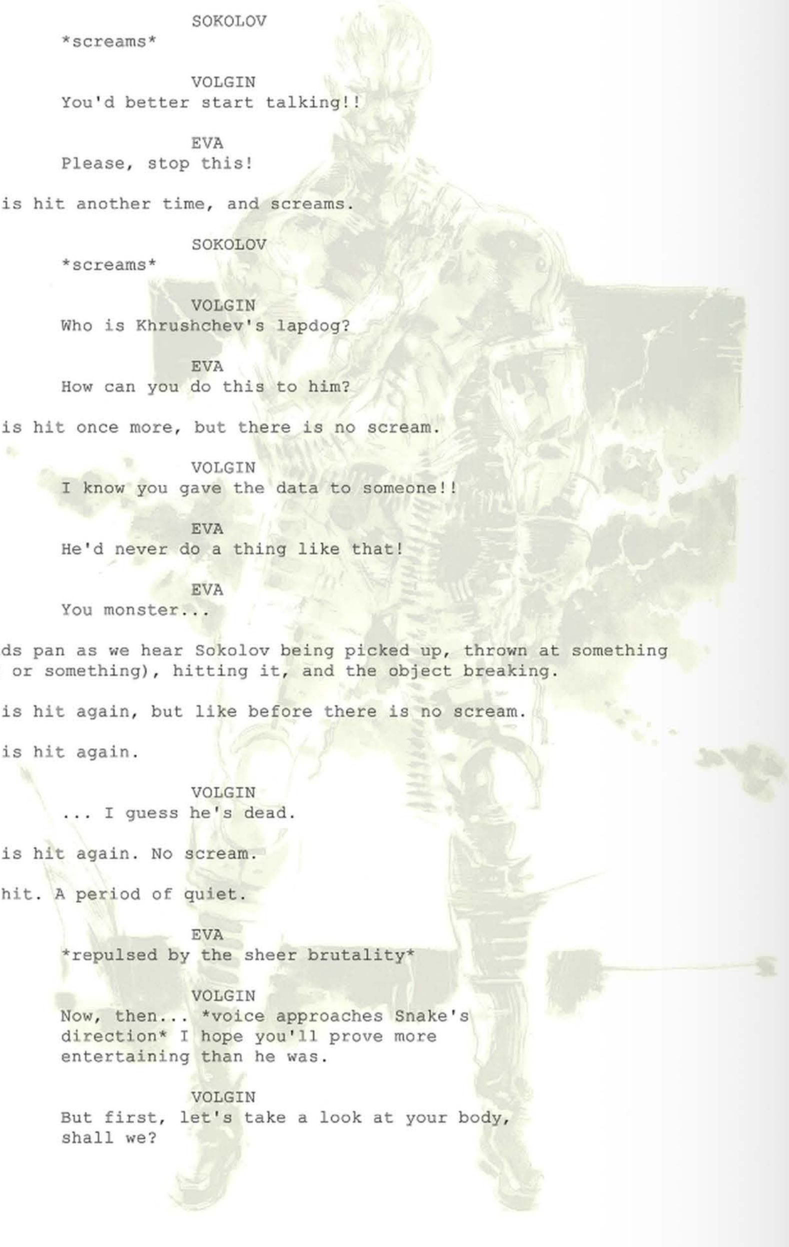
screams

VOLGIN

Who have you been talking to!?

EVA

He doesn't know what you're talking about!



Sokolov is hit again, and screams.

SOKOLOV
screams

VOLGIN
You'd better start talking!!

EVA
Please, stop this!

Sokolov is hit another time, and screams.

SOKOLOV
screams

VOLGIN
Who is Khrushchev's lapdog?

EVA
How can you do this to him?

Sokolov is hit once more, but there is no scream.

VOLGIN
I know you gave the data to someone!!

EVA
He'd never do a thing like that!

EVA
You monster...

The sounds pan as we hear Sokolov being picked up, thrown at something (a table or something), hitting it, and the object breaking.

Sokolov is hit again, but like before there is no scream.

Sokolov is hit again.

VOLGIN
... I guess he's dead.

Sokolov is hit again. No scream.

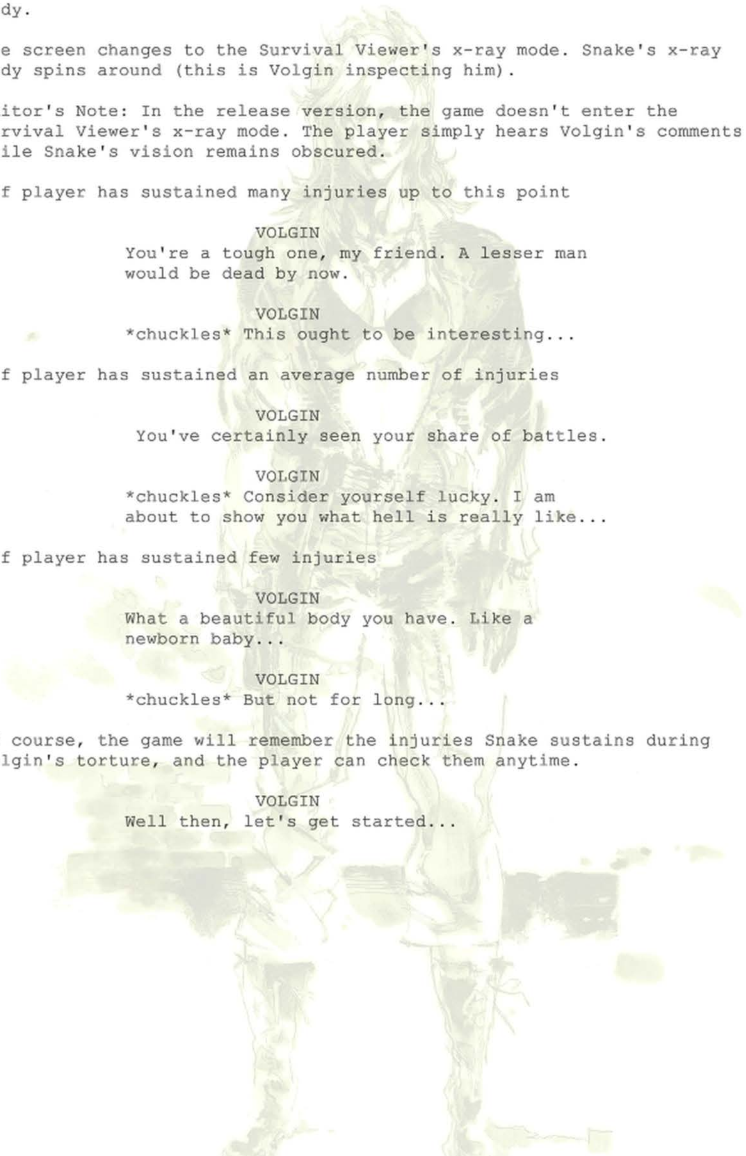
Another hit. A period of quiet.

EVA
repulsed by the sheer brutality

VOLGIN
Now, then... *voice approaches Snake's direction* I hope you'll prove more entertaining than he was.

VOLGIN
But first, let's take a look at your body, shall we?

Survival Viewer



Before beginning Snake's interrogation, Volgin thoroughly inspects his body.

The screen changes to the Survival Viewer's x-ray mode. Snake's x-ray body spins around (this is Volgin inspecting him).

Editor's Note: In the release version, the game doesn't enter the Survival Viewer's x-ray mode. The player simply hears Volgin's comments while Snake's vision remains obscured.

*If player has sustained many injuries up to this point

VOLGIN
You're a tough one, my friend. A lesser man would be dead by now.

VOLGIN
chuckles This ought to be interesting...

*If player has sustained an average number of injuries

VOLGIN
You've certainly seen your share of battles.

VOLGIN
chuckles Consider yourself lucky. I am about to show you what hell is really like...

*If player has sustained few injuries

VOLGIN
What a beautiful body you have. Like a newborn baby...

VOLGIN
chuckles But not for long...

Of course, the game will remember the injuries Snake sustains during Volgin's torture, and the player can check them anytime.

VOLGIN
Well then, let's get started...

Volgin begins the interrogation. After each question, he hits Snake.

Snake never says a word.

VOLGIN
What is your target?

VOLGIN
Is it the Shagohod!?

VOLGIN
Or Sokolov!?

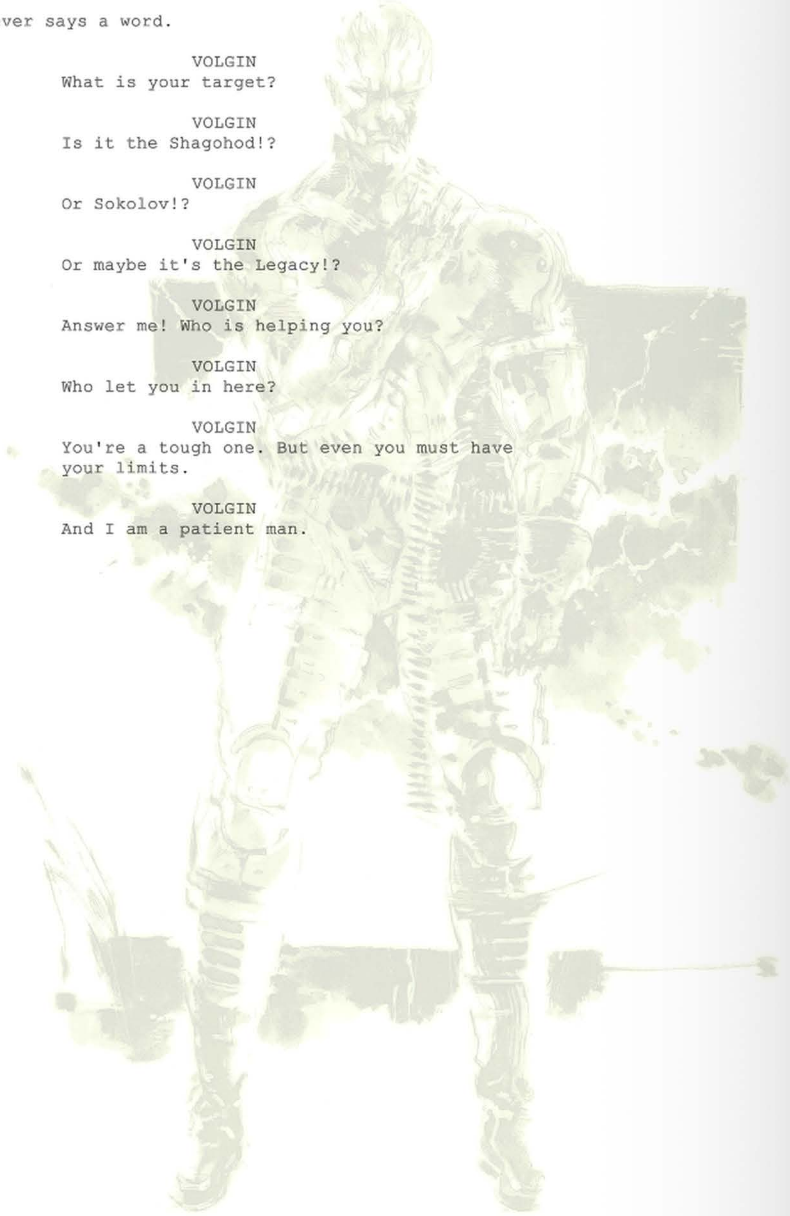
VOLGIN
Or maybe it's the Legacy!?

VOLGIN
Answer me! Who is helping you?

VOLGIN
Who let you in here?

VOLGIN
You're a tough one. But even you must have your limits.

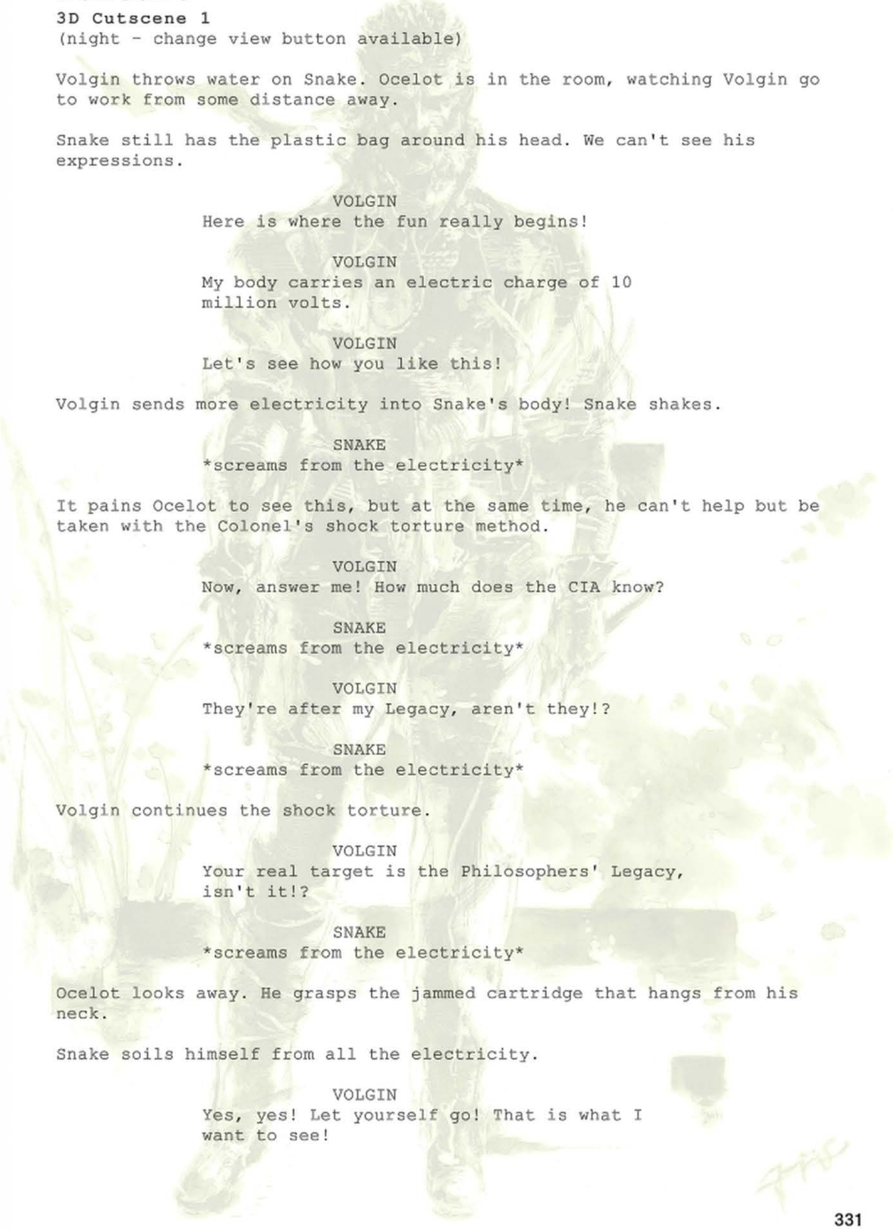
VOLGIN
And I am a patient man.



Torture

3D Cutscene 1

(night - change view button available)



Volgin throws water on Snake. Ocelot is in the room, watching Volgin go to work from some distance away.

Snake still has the plastic bag around his head. We can't see his expressions.

VOLGIN
Here is where the fun really begins!

VOLGIN
My body carries an electric charge of 10 million volts.

VOLGIN
Let's see how you like this!

Volgin sends more electricity into Snake's body! Snake shakes.

SNAKE
screams from the electricity

It pains Ocelot to see this, but at the same time, he can't help but be taken with the Colonel's shock torture method.

VOLGIN
Now, answer me! How much does the CIA know?

SNAKE
screams from the electricity

VOLGIN
They're after my Legacy, aren't they!?

SNAKE
screams from the electricity

Volgin continues the shock torture.

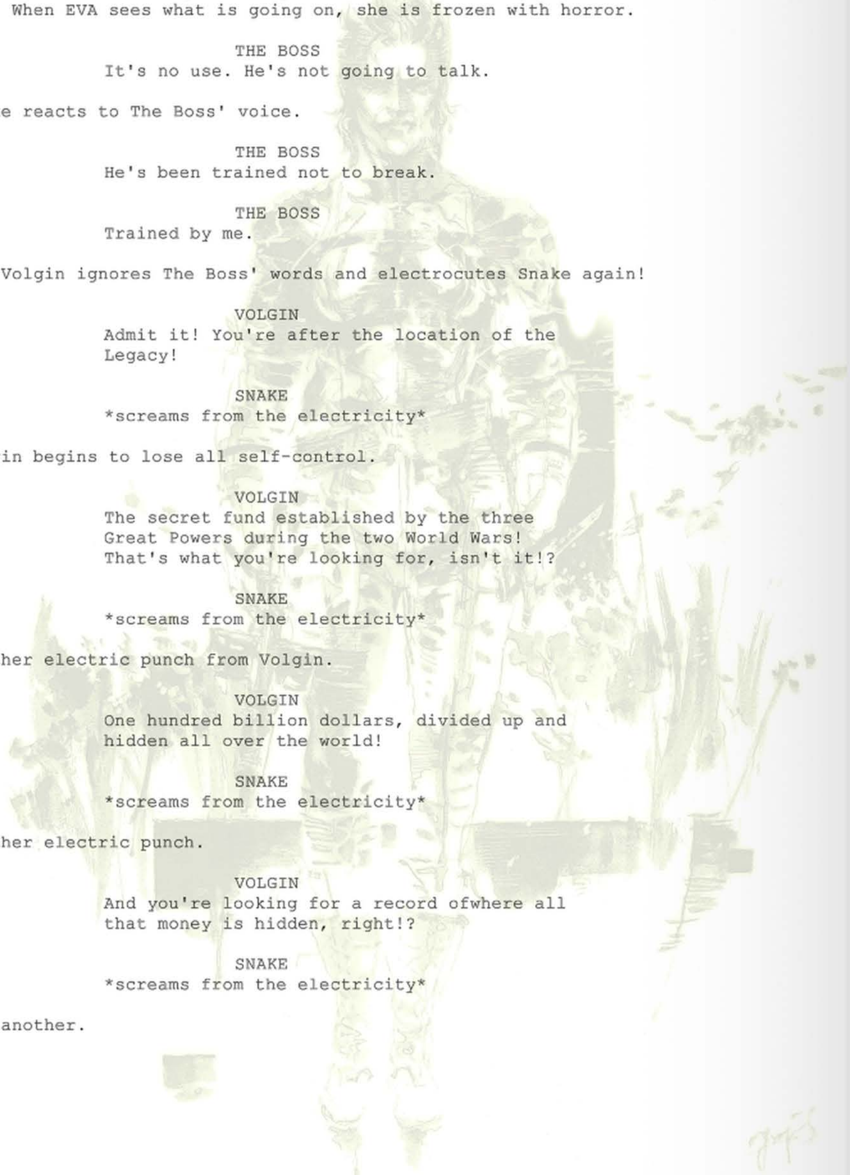
VOLGIN
Your real target is the Philosophers' Legacy, isn't it!?

SNAKE
screams from the electricity

Ocelot looks away. He grasps the jammed cartridge that hangs from his neck.

Snake soils himself from all the electricity.

VOLGIN
Yes, yes! Let yourself go! That is what I want to see!



Suddenly, The Boss enters the room.

She and Ocelot meets eyes again.

The Boss has come to put a stop to this. EVA (as Tatyana) follows behind her. When EVA sees what is going on, she is frozen with horror.

THE BOSS
It's no use. He's not going to talk.

Snake reacts to The Boss' voice.

THE BOSS
He's been trained not to break.

THE BOSS
Trained by me.

But Volgin ignores The Boss' words and electrocutes Snake again!

VOLGIN
Admit it! You're after the location of the Legacy!

SNAKE
screams from the electricity

Volgin begins to lose all self-control.

VOLGIN
The secret fund established by the three Great Powers during the two World Wars! That's what you're looking for, isn't it!?

SNAKE
screams from the electricity

Another electric punch from Volgin.

VOLGIN
One hundred billion dollars, divided up and hidden all over the world!

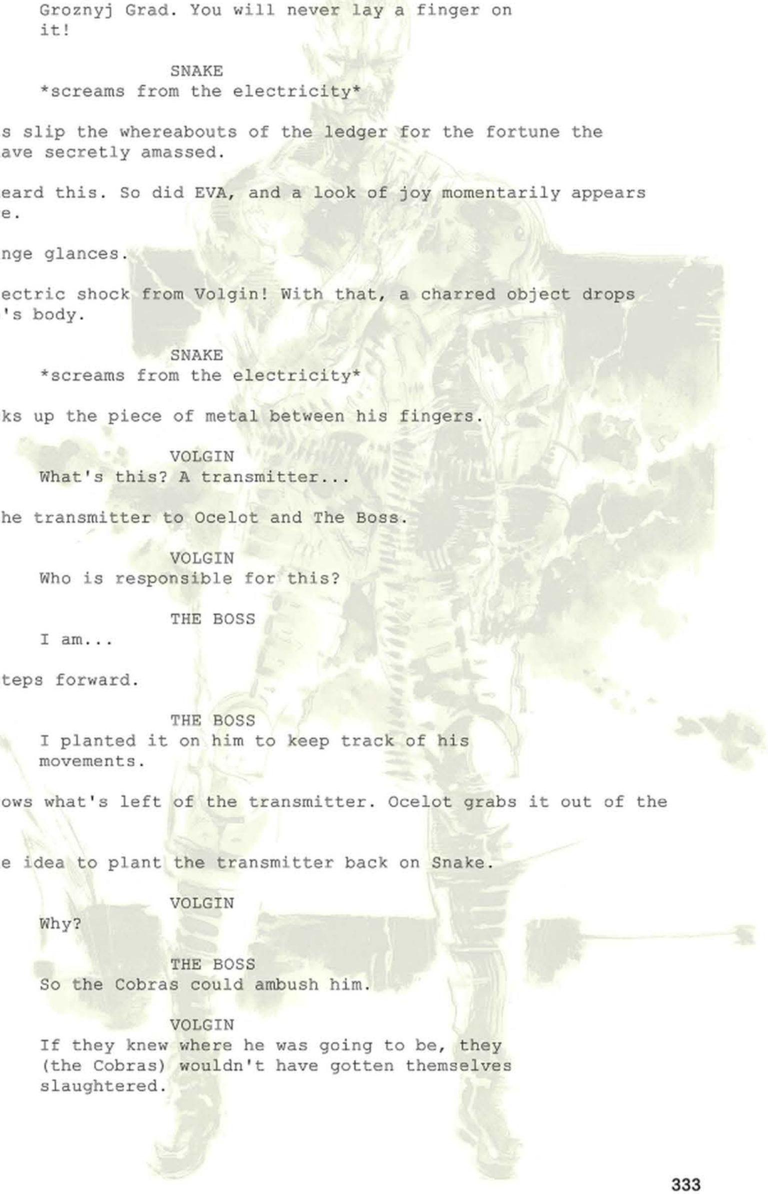
SNAKE
screams from the electricity

Another electric punch.

VOLGIN
And you're looking for a record ofwhere all that money is hidden, right!?

SNAKE
screams from the electricity

And another.



VOLGIN
No matter. The Philosophers' Legacy is safely in my possession, in the underground vault of Groznyj Grad. You will never lay a finger on it!

SNAKE
screams from the electricity

Volgin lets slip the whereabouts of the ledger for the fortune the Patriots have secretly amassed.

The Boss heard this. So did EVA, and a look of joy momentarily appears on her face.

They exchange glances.

Another electric shock from Volgin! With that, a charred object drops from Snake's body.

SNAKE
screams from the electricity

Volgin picks up the piece of metal between his fingers.

VOLGIN
What's this? A transmitter...

He shows the transmitter to Ocelot and The Boss.

VOLGIN
Who is responsible for this?

THE BOSS
I am...

The Boss steps forward.

THE BOSS
I planted it on him to keep track of his movements.

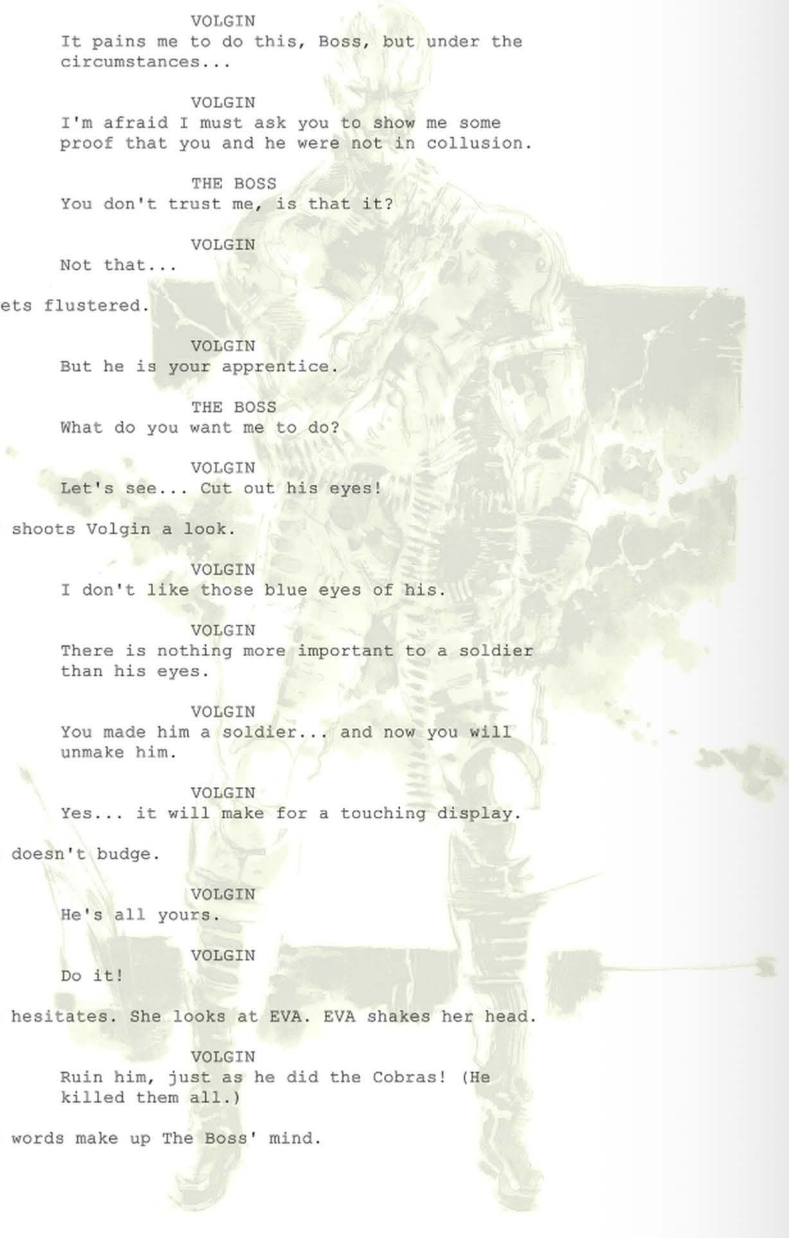
Volgin throws what's left of the transmitter. Ocelot grabs it out of the air.

He gets the idea to plant the transmitter back on Snake.

VOLGIN
Why?

THE BOSS
So the Cobras could ambush him.

VOLGIN
If they knew where he was going to be, they (the Cobras) wouldn't have gotten themselves slaughtered.



Volgin distrusts The Boss somewhat.

VOLGIN
It pains me to do this, Boss, but under the circumstances...

VOLGIN
I'm afraid I must ask you to show me some proof that you and he were not in collusion.

THE BOSS
You don't trust me, is that it?

VOLGIN
Not that...

Volgin gets flustered.

VOLGIN
But he is your apprentice.

THE BOSS
What do you want me to do?

VOLGIN
Let's see... Cut out his eyes!

The Boss shoots Volgin a look.

VOLGIN
I don't like those blue eyes of his.

VOLGIN
There is nothing more important to a soldier than his eyes.

VOLGIN
You made him a soldier... and now you will unmake him.

VOLGIN
Yes... it will make for a touching display.

The Boss doesn't budge.

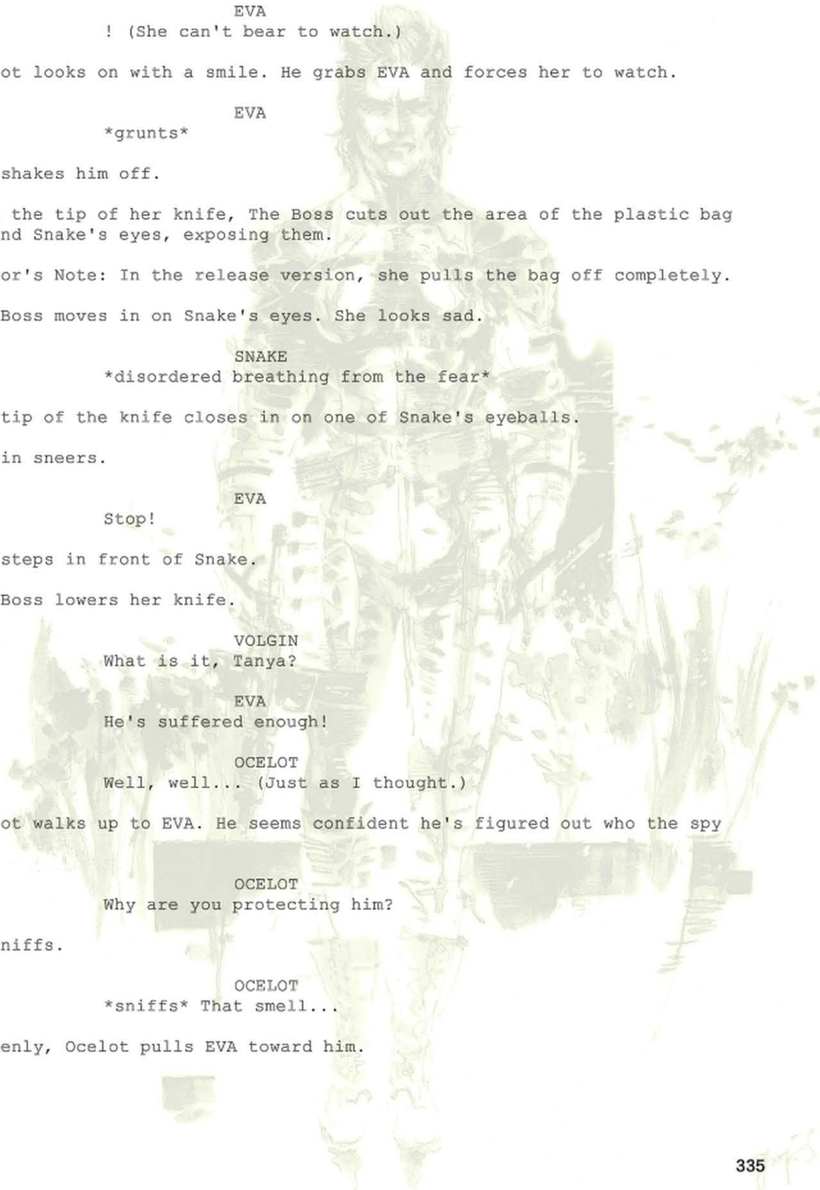
VOLGIN
He's all yours.

VOLGIN
Do it!

The Boss hesitates. She looks at EVA. EVA shakes her head.

VOLGIN
Ruin him, just as he did the Cobras! (He killed them all.)

Volgin's words make up The Boss' mind.



She pulls out her CQC knife and slowly approaches.

EVA turns her face away.

EVA

! (She can't bear to watch.)

Ocelot looks on with a smile. He grabs EVA and forces her to watch.

EVA

grunts

EVA shakes him off.

With the tip of her knife, The Boss cuts out the area of the plastic bag around Snake's eyes, exposing them.

Editor's Note: In the release version, she pulls the bag off completely.

The Boss moves in on Snake's eyes. She looks sad.

SNAKE

disordered breathing from the fear

The tip of the knife closes in on one of Snake's eyeballs.

Volgin sneers.

EVA

Stop!

EVA steps in front of Snake.

The Boss lowers her knife.

VOLGIN

What is it, Tanya?

EVA

He's suffered enough!

OCELOT

Well, well... (Just as I thought.)

Ocelot walks up to EVA. He seems confident he's figured out who the spy is.

OCELOT

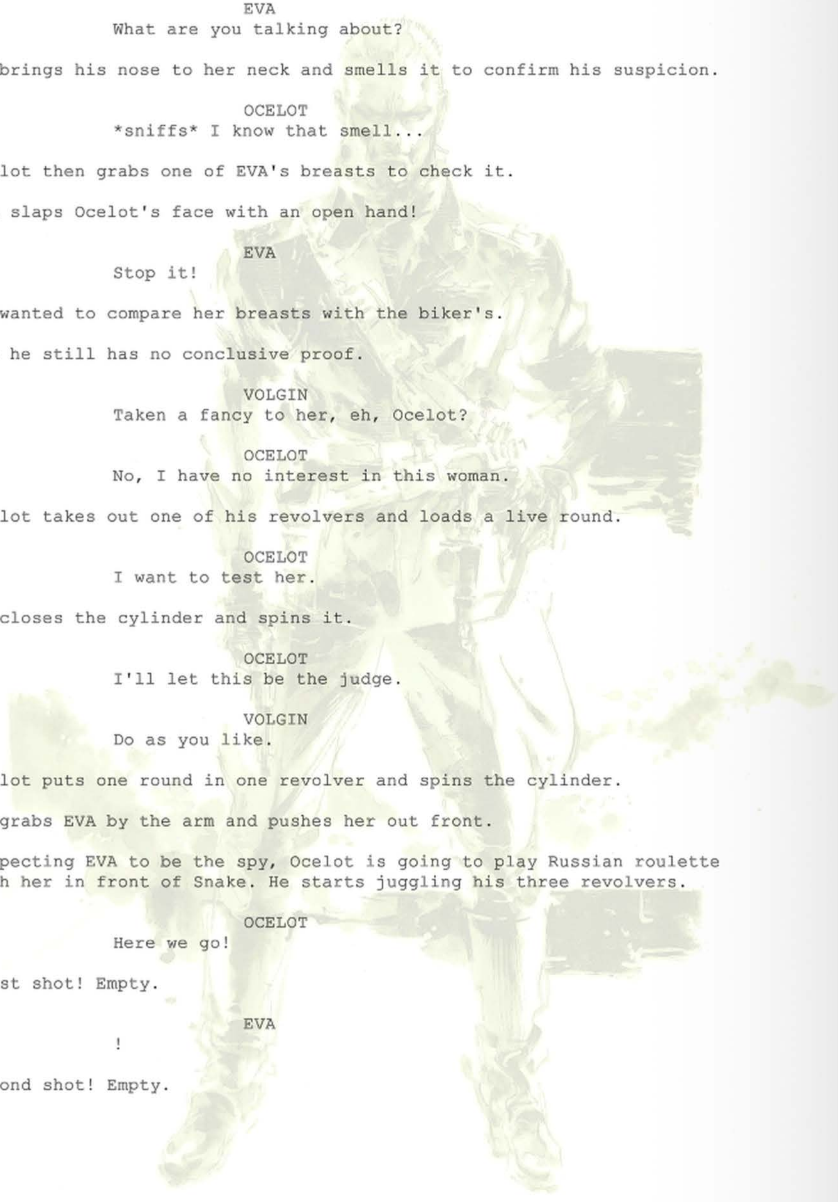
Why are you protecting him?

He sniffs.

OCELOT

sniffs That smell...

Suddenly, Ocelot pulls EVA toward him.



OCELOT
Tatyana! You're the spy!

EVA
What are you talking about?

He brings his nose to her neck and smells it to confirm his suspicion.

OCELOT
sniffs I know that smell...

Ocelot then grabs one of EVA's breasts to check it.

EVA slaps Ocelot's face with an open hand!

EVA
Stop it!

He wanted to compare her breasts with the biker's.

But he still has no conclusive proof.

VOLGIN
Taken a fancy to her, eh, Ocelot?

OCELOT
No, I have no interest in this woman.

Ocelot takes out one of his revolvers and loads a live round.

OCELOT
I want to test her.

He closes the cylinder and spins it.

OCELOT
I'll let this be the judge.

VOLGIN
Do as you like.

Ocelot puts one round in one revolver and spins the cylinder.

He grabs EVA by the arm and pushes her out front.

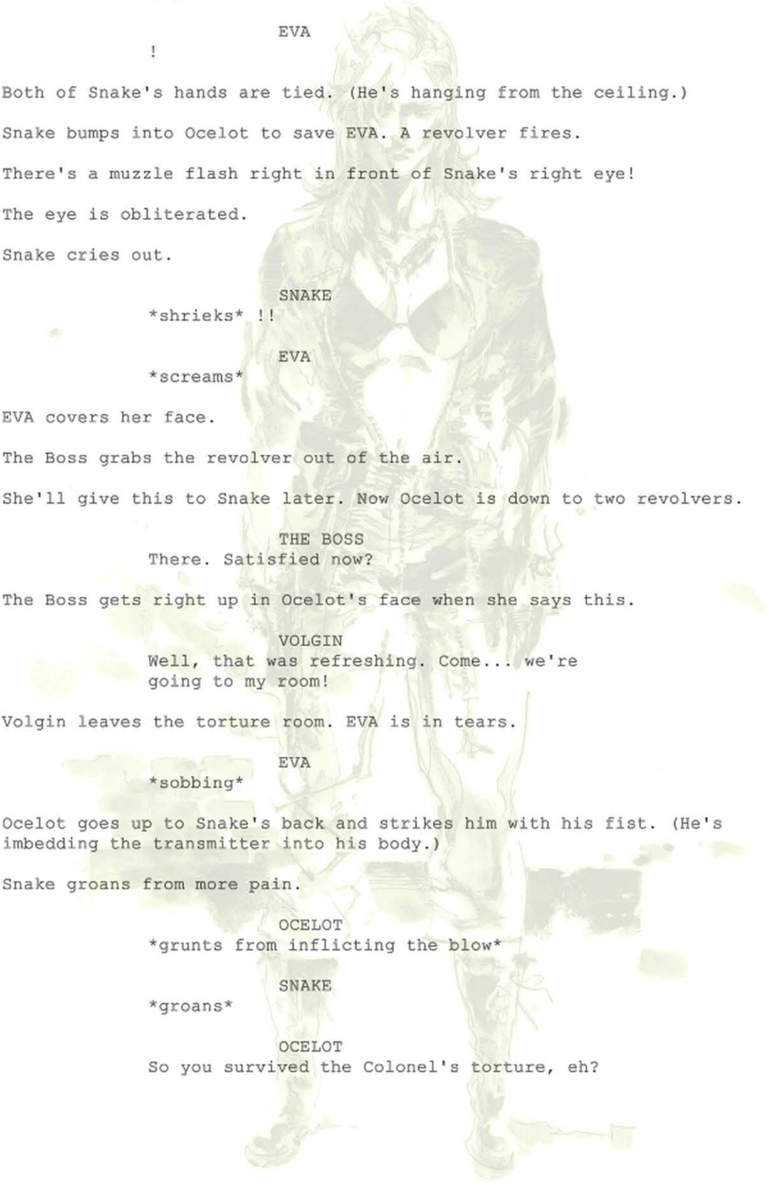
Suspecting EVA to be the spy, Ocelot is going to play Russian roulette with her in front of Snake. He starts juggling his three revolvers.

OCELOT
Here we go!

First shot! Empty.

EVA
!

Second shot! Empty.



EVA
!

Third shot! Empty.

EVA
!

Both of Snake's hands are tied. (He's hanging from the ceiling.)

Snake bumps into Ocelot to save EVA. A revolver fires.

There's a muzzle flash right in front of Snake's right eye!

The eye is obliterated.

Snake cries out.

SNAKE
shrieks !!

EVA
screams

EVA covers her face.

The Boss grabs the revolver out of the air.

She'll give this to Snake later. Now Ocelot is down to two revolvers.

THE BOSS
There. Satisfied now?

The Boss gets right up in Ocelot's face when she says this.

VOLGIN
Well, that was refreshing. Come... we're going to my room!

Volgin leaves the torture room. EVA is in tears.

EVA
sobbing

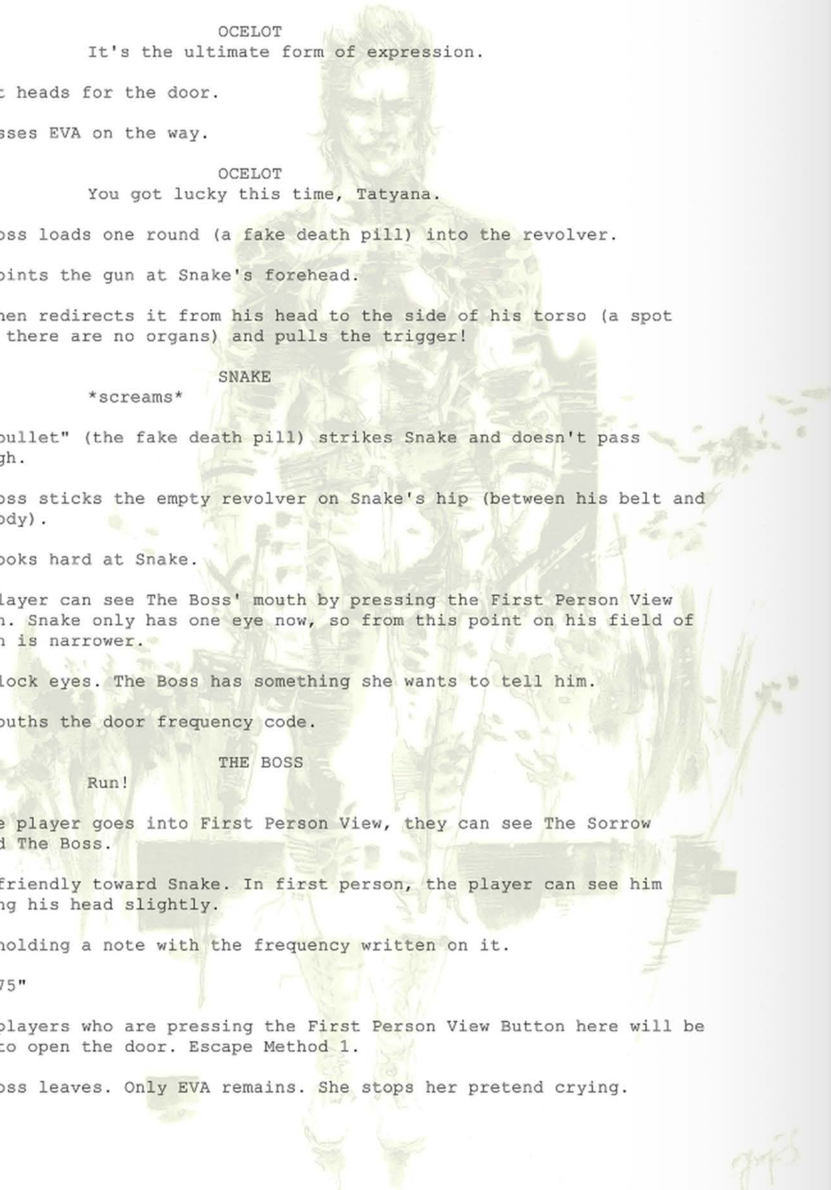
Ocelot goes up to Snake's back and strikes him with his fist. (He's imbedding the transmitter into his body.)

Snake groans from more pain.

OCELOT
grunts from inflicting the blow

SNAKE
groans

OCELOT
So you survived the Colonel's torture, eh?



OCELOT
Watching this has made me realize something... (Torture's) it's really not that bad.

OCELOT
It's the ultimate form of expression.

Ocelot heads for the door.

He passes EVA on the way.

OCELOT
You got lucky this time, Tatyana.

The Boss loads one round (a fake death pill) into the revolver.

She points the gun at Snake's forehead.

She then redirects it from his head to the side of his torso (a spot where there are no organs) and pulls the trigger!

SNAKE
screams

The "bullet" (the fake death pill) strikes Snake and doesn't pass through.

The Boss sticks the empty revolver on Snake's hip (between his belt and his body).

She looks hard at Snake.

The player can see The Boss' mouth by pressing the First Person View Button. Snake only has one eye now, so from this point on his field of vision is narrower.

They lock eyes. The Boss has something she wants to tell him.

She mouths the door frequency code.

THE BOSS
Run!

If the player goes into First Person View, they can see The Sorrow behind The Boss.

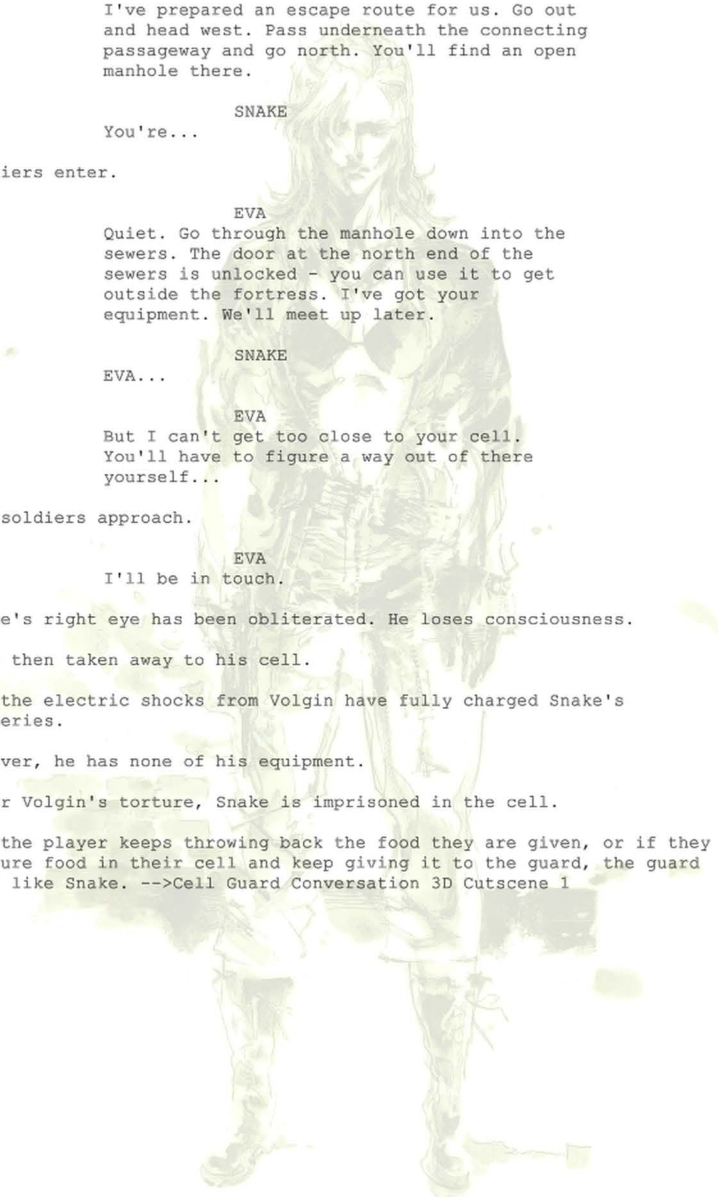
He's friendly toward Snake. In first person, the player can see him shaking his head slightly.

He's holding a note with the frequency written on it.

"144.75"

Only players who are pressing the First Person View Button here will be able to open the door. Escape Method 1.

The Boss leaves. Only EVA remains. She stops her pretend crying.



EVA whispers into Snake's ear.

EVA

I've prepared an escape route for us. Go out and head west. Pass underneath the connecting passageway and go north. You'll find an open manhole there.

SNAKE

You're...

Soldiers enter.

EVA

Quiet. Go through the manhole down into the sewers. The door at the north end of the sewers is unlocked - you can use it to get outside the fortress. I've got your equipment. We'll meet up later.

SNAKE

EVA...

EVA

But I can't get too close to your cell. You'll have to figure a way out of there yourself...

The soldiers approach.

EVA

I'll be in touch.

Snake's right eye has been obliterated. He loses consciousness.

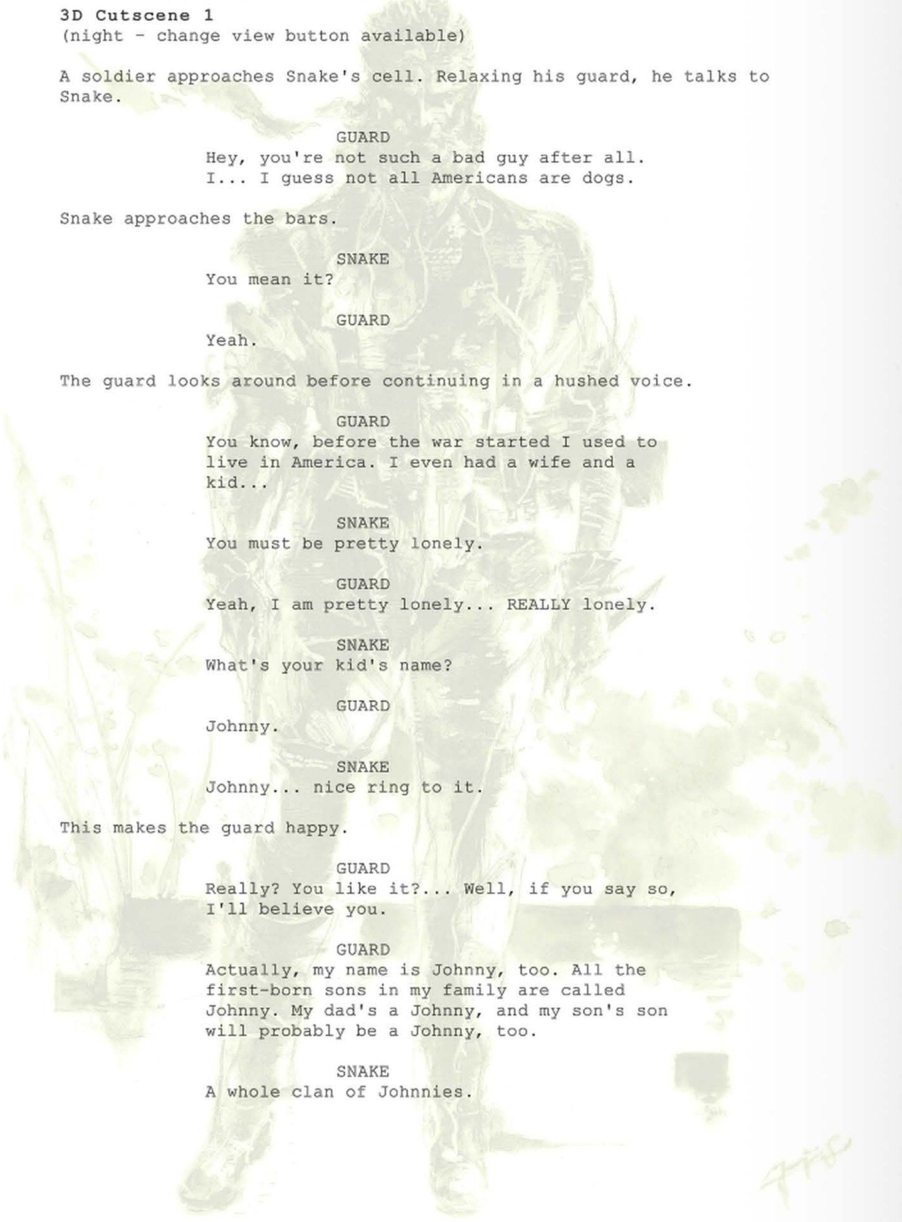
He's then taken away to his cell.

All the electric shocks from Volgin have fully charged Snake's batteries.

However, he has none of his equipment.

After Volgin's torture, Snake is imprisoned in the cell.

*If the player keeps throwing back the food they are given, or if they capture food in their cell and keep giving it to the guard, the guard will like Snake. -->Cell Guard Conversation 3D Cutscene 1



Cell Guard Conversation

3D Cutscene 1

(night - change view button available)

A soldier approaches Snake's cell. Relaxing his guard, he talks to Snake.

GUARD
Hey, you're not such a bad guy after all.
I... I guess not all Americans are dogs.

Snake approaches the bars.

SNAKE
You mean it?

GUARD
Yeah.

The guard looks around before continuing in a hushed voice.

GUARD
You know, before the war started I used to live in America. I even had a wife and a kid...

SNAKE
You must be pretty lonely.

GUARD
Yeah, I am pretty lonely... REALLY lonely.

SNAKE
What's your kid's name?

GUARD
Johnny.

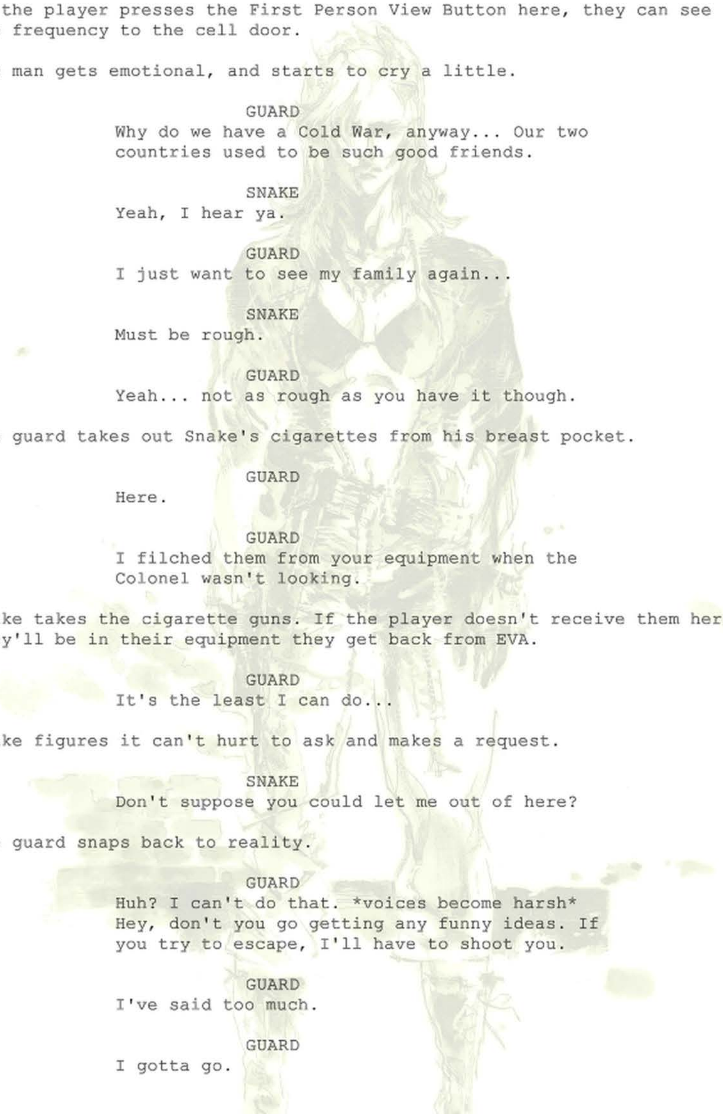
SNAKE
Johnny... nice ring to it.

This makes the guard happy.

GUARD
Really? You like it?... Well, if you say so, I'll believe you.

GUARD
Actually, my name is Johnny, too. All the first-born sons in my family are called Johnny. My dad's a Johnny, and my son's son will probably be a Johnny, too.

SNAKE
A whole clan of Johnnies.



The guard takes out a framed photo (there's a mirror on the back). It's a picture of a toddler.

If the player presses the First Person View Button here, they can see the frequency to the cell door.

The man gets emotional, and starts to cry a little.

GUARD
Why do we have a Cold War, anyway... Our two countries used to be such good friends.

SNAKE
Yeah, I hear ya.

GUARD
I just want to see my family again...

SNAKE
Must be rough.

GUARD
Yeah... not as rough as you have it though.

The guard takes out Snake's cigarettes from his breast pocket.

GUARD
Here.

GUARD
I filched them from your equipment when the Colonel wasn't looking.

Snake takes the cigarette guns. If the player doesn't receive them here, they'll be in their equipment they get back from EVA.

GUARD
It's the least I can do...

Snake figures it can't hurt to ask and makes a request.

SNAKE
Don't suppose you could let me out of here?

The guard snaps back to reality.

GUARD
Huh? I can't do that. *voices become harsh* Hey, don't you go getting any funny ideas. If you try to escape, I'll have to shoot you.

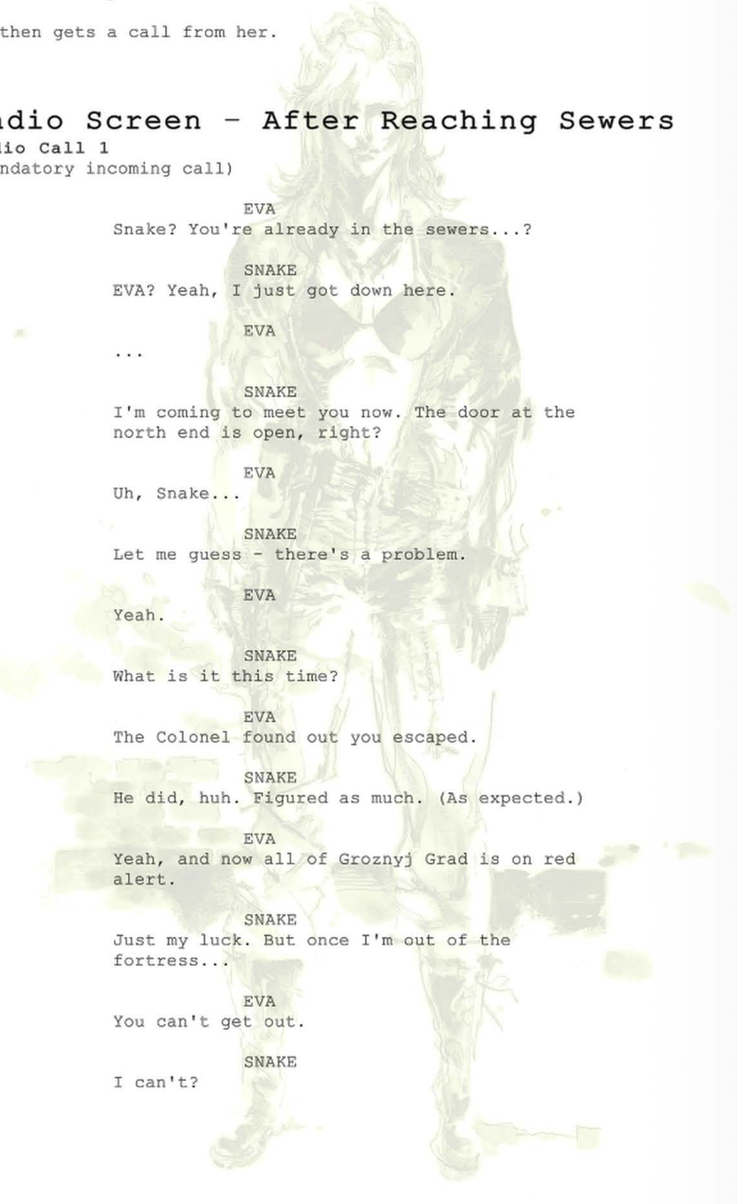
GUARD
I've said too much.

GUARD
I gotta go.

The guard returns to his previous position.

Snake busts out of the cell and drops down into the sewers through the manhole EVA opened.

He then gets a call from her.



Radio Screen – After Reaching Sewers

Radio Call 1
(mandatory incoming call)

EVA
Snake? You're already in the sewers...?

SNAKE
EVA? Yeah, I just got down here.

EVA
...

SNAKE
I'm coming to meet you now. The door at the north end is open, right?

EVA
Uh, Snake...

SNAKE
Let me guess - there's a problem.

EVA
Yeah.

SNAKE
What is it this time?

EVA
The Colonel found out you escaped.

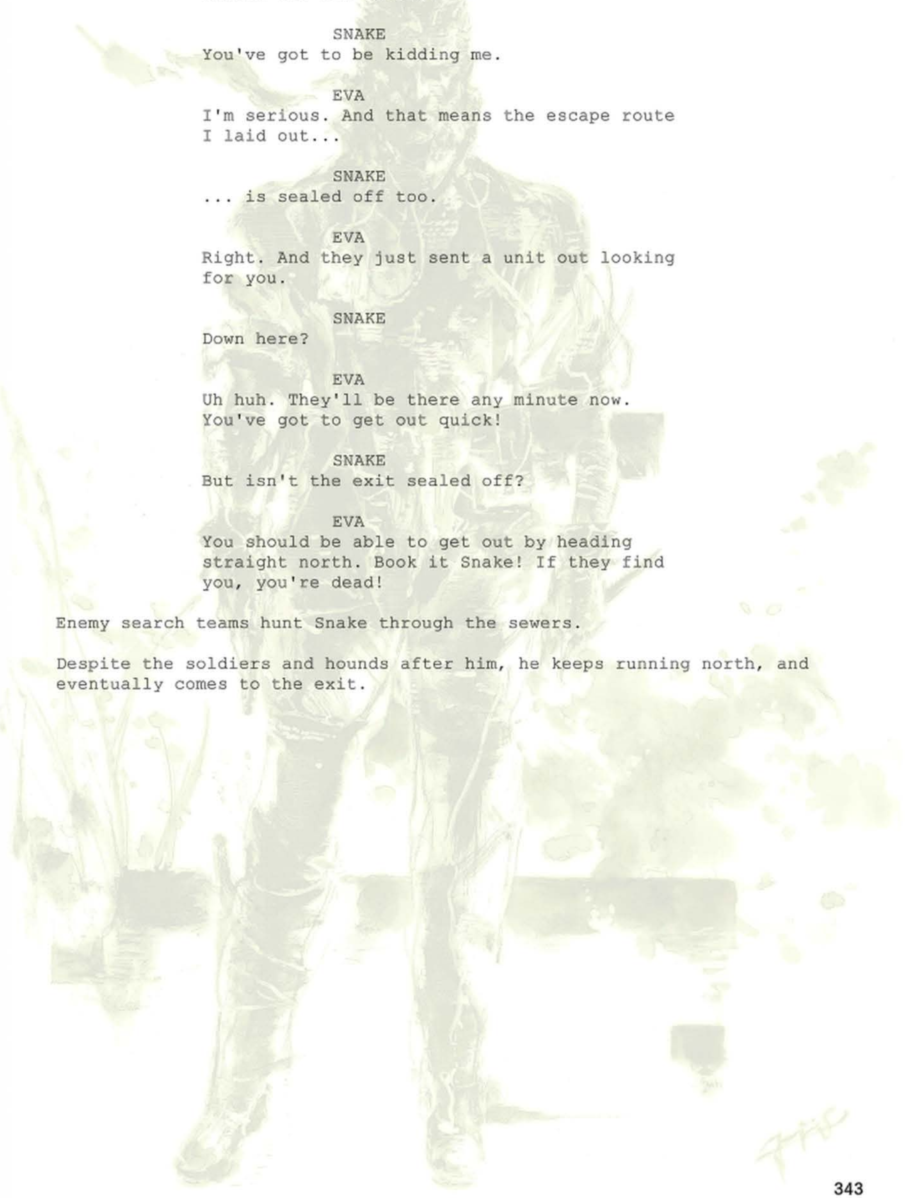
SNAKE
He did, huh. Figured as much. (As expected.)

EVA
Yeah, and now all of Groznyj Grad is on red alert.

SNAKE
Just my luck. But once I'm out of the fortress...

EVA
You can't get out.

SNAKE
I can't?



EVA
When the fortress went on red alert, they sealed off the sewers.

SNAKE
You've got to be kidding me.

EVA
I'm serious. And that means the escape route I laid out...

SNAKE
... is sealed off too.

EVA
Right. And they just sent a unit out looking for you.

SNAKE
Down here?

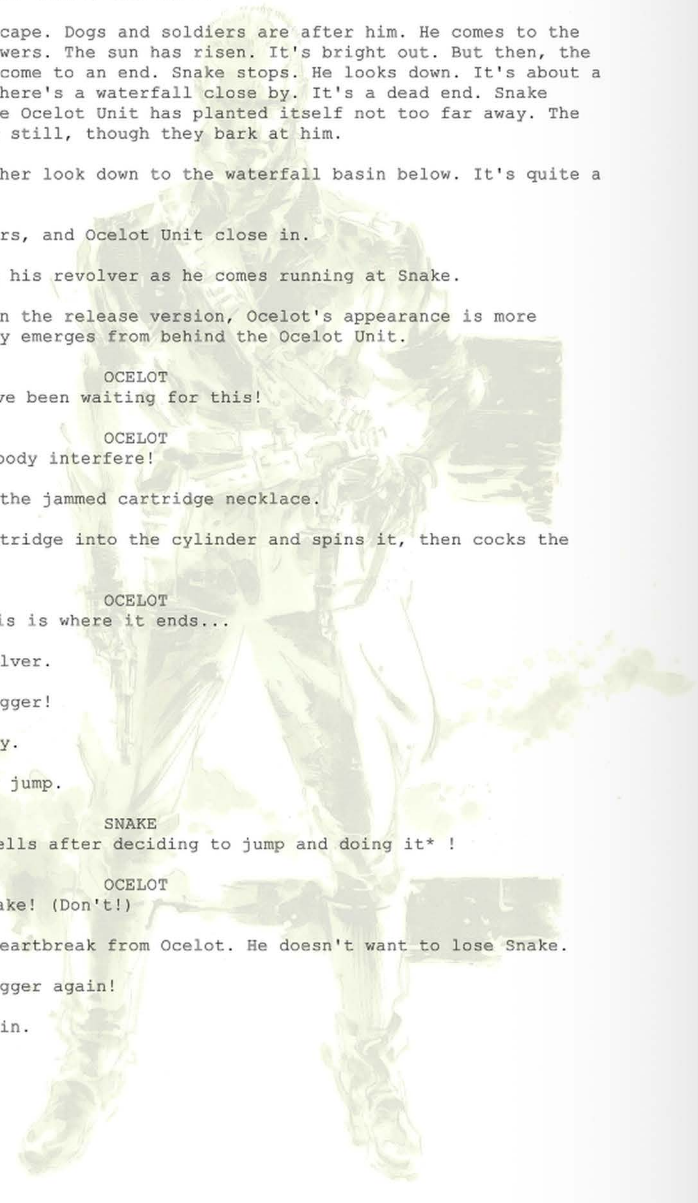
EVA
Uh huh. They'll be there any minute now. You've got to get out quick!

SNAKE
But isn't the exit sealed off?

EVA
You should be able to get out by heading straight north. Book it Snake! If they find you, you're dead!

Enemy search teams hunt Snake through the sewers.

Despite the soldiers and hounds after him, he keeps running north, and eventually comes to the exit.



Waterfall Dive

3D Cutscene 1

(day - change view button available)

Snake runs to escape. Dogs and soldiers are after him. He comes to the exit from the sewers. The sun has risen. It's bright out. But then, the sewers suddenly come to an end. Snake stops. He looks down. It's about a 20-meter drop. There's a waterfall close by. It's a dead end. Snake turns around. The Ocelot Unit has planted itself not too far away. The dogs also remain still, though they bark at him.

Snake takes another look down to the waterfall basin below. It's quite a drop.

The dogs, soldiers, and Ocelot Unit close in.

Ocelot takes out his revolver as he comes running at Snake.

Editor's Note: In the release version, Ocelot's appearance is more static. He simply emerges from behind the Ocelot Unit.

OCELOT

I've been waiting for this!

OCELOT

Nobody interfere!

Ocelot rips off the jammed cartridge necklace.

He loads the cartridge into the cylinder and spins it, then cocks the hammer.

OCELOT

This is where it ends...

He aims the revolver.

He pulls the trigger!

Click! It's empty.

Snake decides to jump.

SNAKE

yells after deciding to jump and doing it !

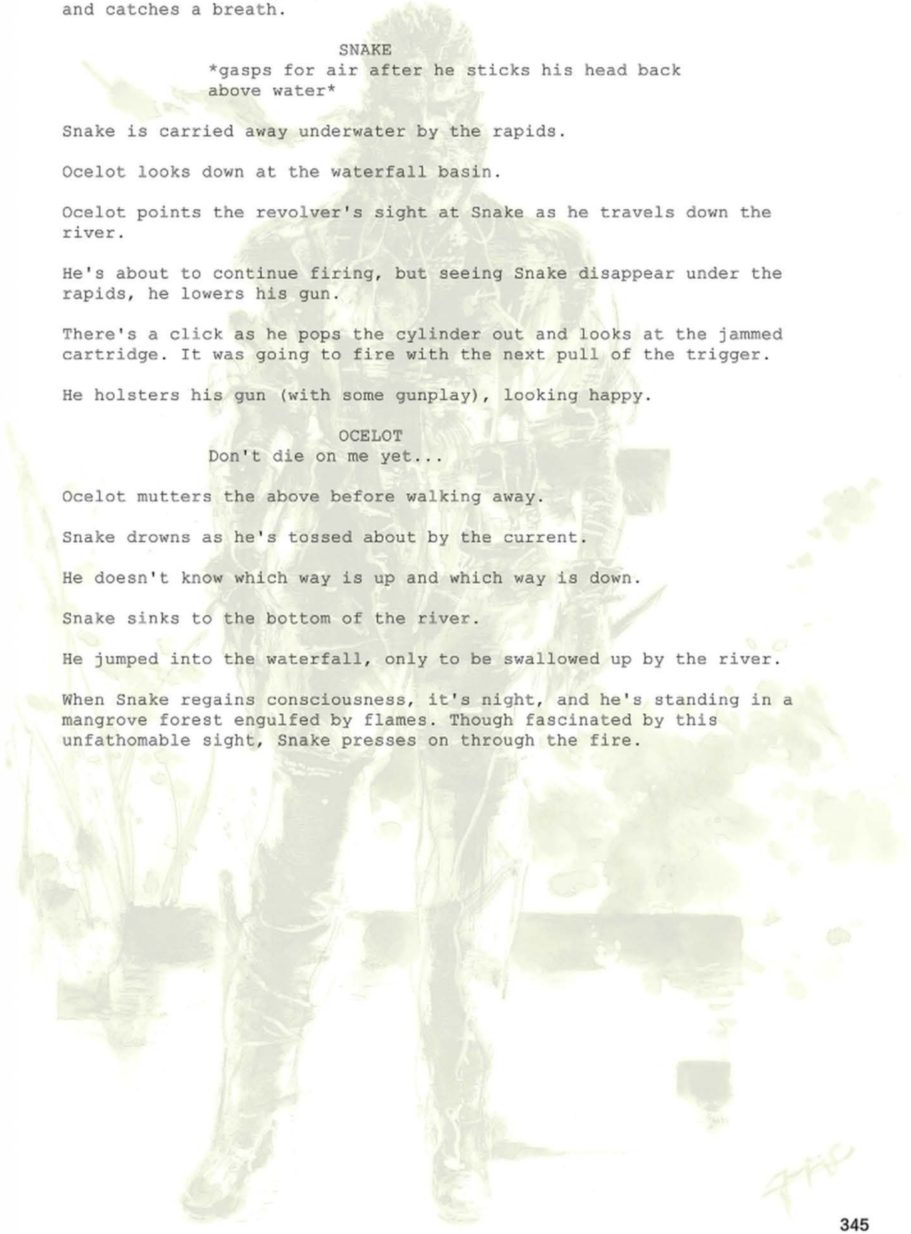
OCELOT

Snake! (Don't!)

It's a yell of heartbreak from Ocelot. He doesn't want to lose Snake.

He pulls the trigger again!

Click! Empty again.



Snake is swallowed up by the basin. He sticks his head above the surface and catches a breath.

SNAKE
gasps for air after he sticks his head back above water

Snake is carried away underwater by the rapids.

Ocelot looks down at the waterfall basin.

Ocelot points the revolver's sight at Snake as he travels down the river.

He's about to continue firing, but seeing Snake disappear under the rapids, he lowers his gun.

There's a click as he pops the cylinder out and looks at the jammed cartridge. It was going to fire with the next pull of the trigger.

He holsters his gun (with some gunplay), looking happy.

OCELOT
Don't die on me yet...

Ocelot mutters the above before walking away.

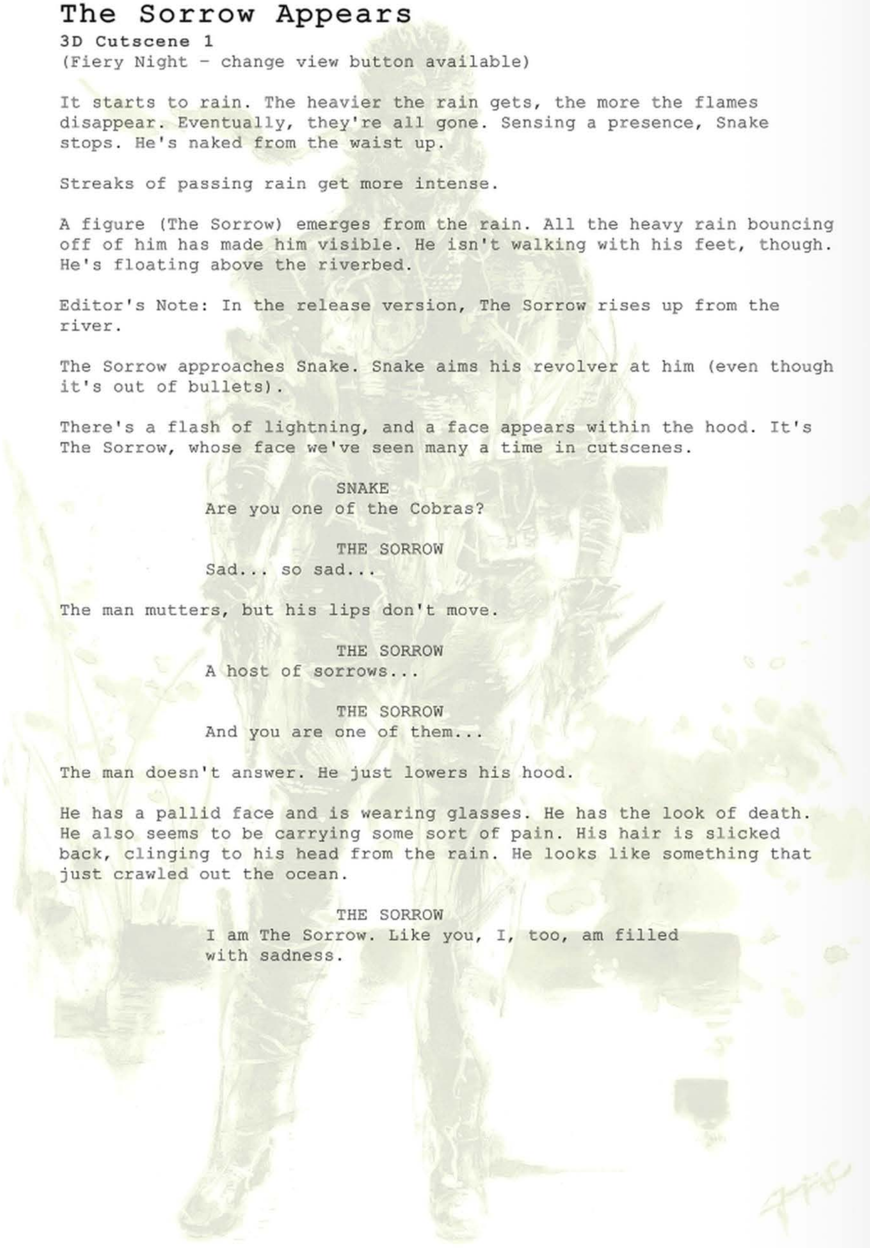
Snake drowns as he's tossed about by the current.

He doesn't know which way is up and which way is down.

Snake sinks to the bottom of the river.

He jumped into the waterfall, only to be swallowed up by the river.

When Snake regains consciousness, it's night, and he's standing in a mangrove forest engulfed by flames. Though fascinated by this unfathomable sight, Snake presses on through the fire.



The Sorrow Appears

3D Cutscene 1

(Fiery Night - change view button available)

It starts to rain. The heavier the rain gets, the more the flames disappear. Eventually, they're all gone. Sensing a presence, Snake stops. He's naked from the waist up.

Streaks of passing rain get more intense.

A figure (The Sorrow) emerges from the rain. All the heavy rain bouncing off of him has made him visible. He isn't walking with his feet, though. He's floating above the riverbed.

Editor's Note: In the release version, The Sorrow rises up from the river.

The Sorrow approaches Snake. Snake aims his revolver at him (even though it's out of bullets).

There's a flash of lightning, and a face appears within the hood. It's The Sorrow, whose face we've seen many a time in cutscenes.

SNAKE
Are you one of the Cobras?

THE SORROW
Sad... so sad...

The man mutters, but his lips don't move.

THE SORROW
A host of sorrows...

THE SORROW
And you are one of them...

The man doesn't answer. He just lowers his hood.

He has a pallid face and is wearing glasses. He has the look of death. He also seems to be carrying some sort of pain. His hair is slicked back, clinging to his head from the rain. He looks like something that just crawled out the ocean.

THE SORROW
I am The Sorrow. Like you, I, too, am filled with sadness.

Caption: Spirit Soldier - The Sorrow (David Thomas)

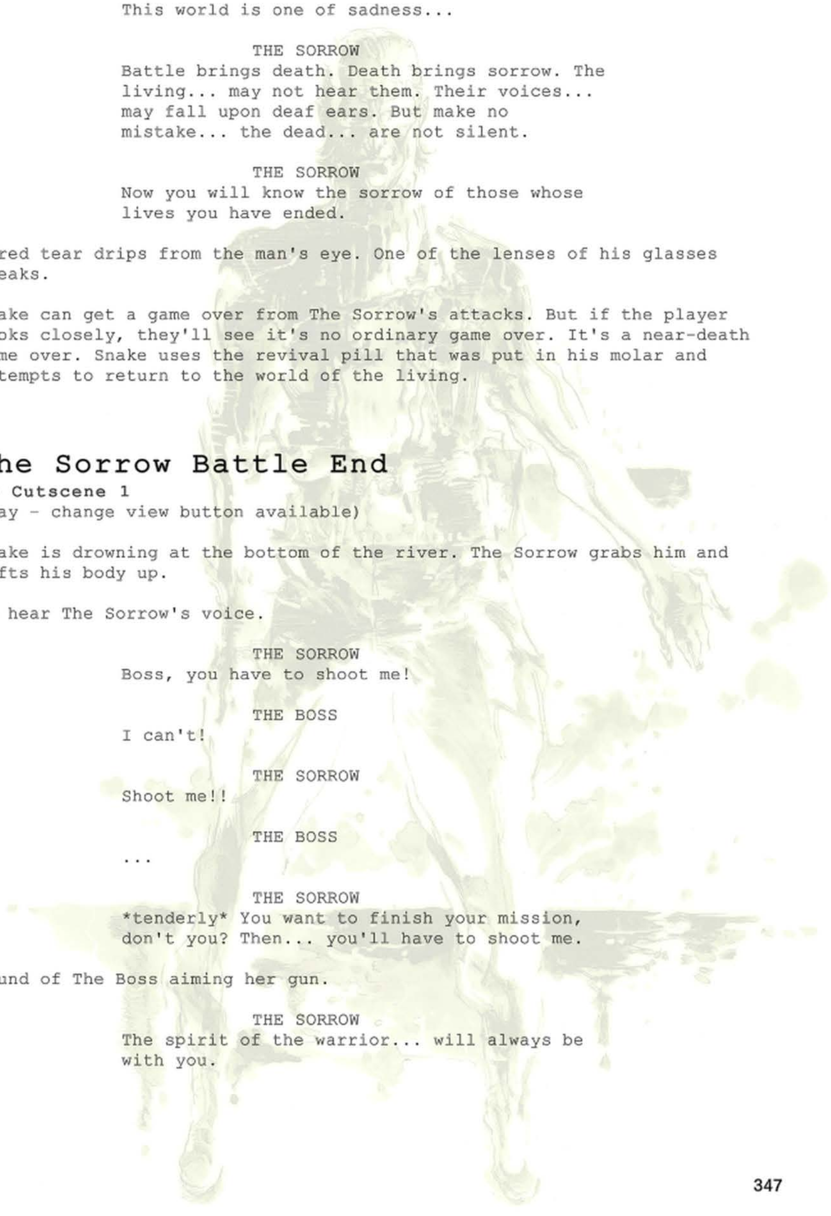
THE SORROW
This world is one of sadness...

THE SORROW
Battle brings death. Death brings sorrow. The living... may not hear them. Their voices... may fall upon deaf ears. But make no mistake... the dead... are not silent.

THE SORROW
Now you will know the sorrow of those whose lives you have ended.

A red tear drips from the man's eye. One of the lenses of his glasses breaks.

Snake can get a game over from The Sorrow's attacks. But if the player looks closely, they'll see it's no ordinary game over. It's a near-death game over. Snake uses the revival pill that was put in his molar and attempts to return to the world of the living.



The Sorrow Battle End

3D Cutscene 1

(day - change view button available)

Snake is drowning at the bottom of the river. The Sorrow grabs him and lifts his body up.

We hear The Sorrow's voice.

THE SORROW
Boss, you have to shoot me!

THE BOSS
I can't!

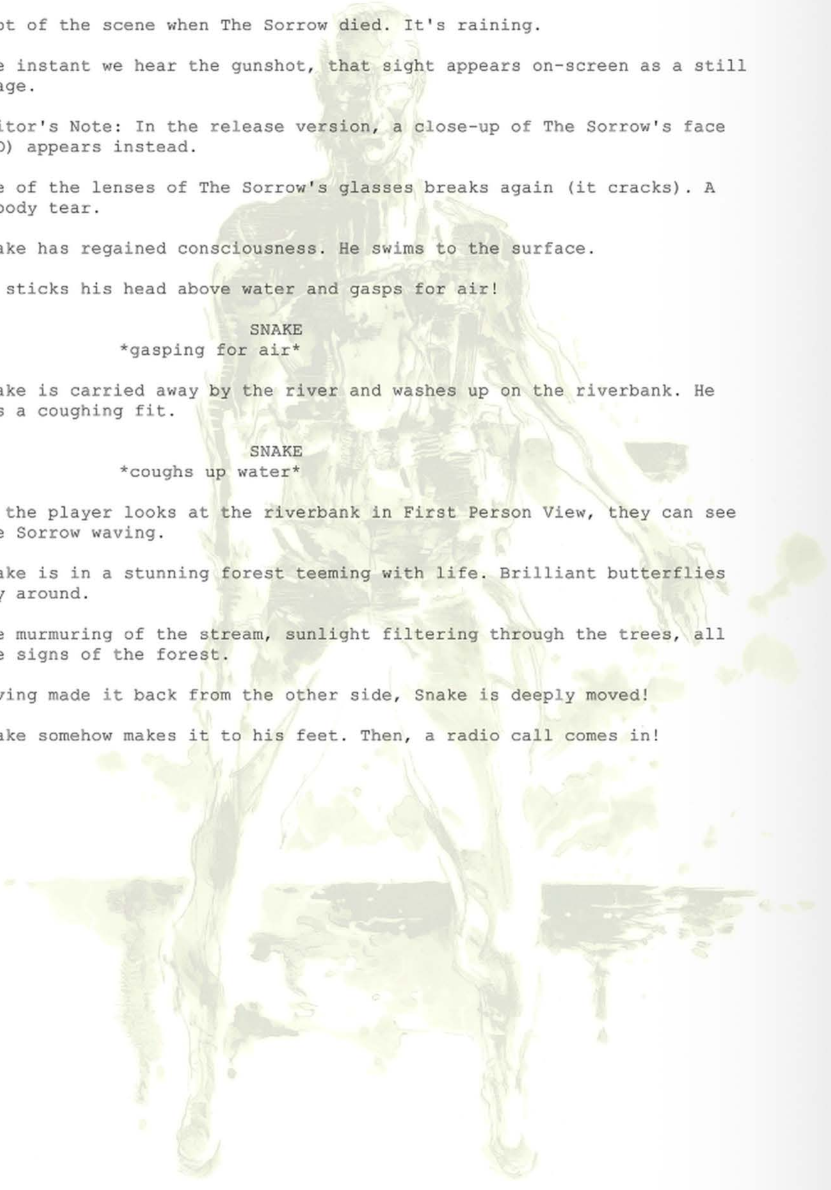
THE SORROW
Shoot me!!

THE BOSS
...

THE SORROW
tenderly You want to finish your mission, don't you? Then... you'll have to shoot me.

Sound of The Boss aiming her gun.

THE SORROW
The spirit of the warrior... will always be with you.



THE SORROW
Don't be sad... we'll meet again someday.

A gunshot.

Shot of the scene when The Sorrow died. It's raining.

The instant we hear the gunshot, that sight appears on-screen as a still image.

Editor's Note: In the release version, a close-up of The Sorrow's face (3D) appears instead.

One of the lenses of The Sorrow's glasses breaks again (it cracks). A bloody tear.

Snake has regained consciousness. He swims to the surface.

He sticks his head above water and gasps for air!

SNAKE
gasping for air

Snake is carried away by the river and washes up on the riverbank. He has a coughing fit.

SNAKE
coughs up water

If the player looks at the riverbank in First Person View, they can see The Sorrow waving.

Snake is in a stunning forest teeming with life. Brilliant butterflies fly around.

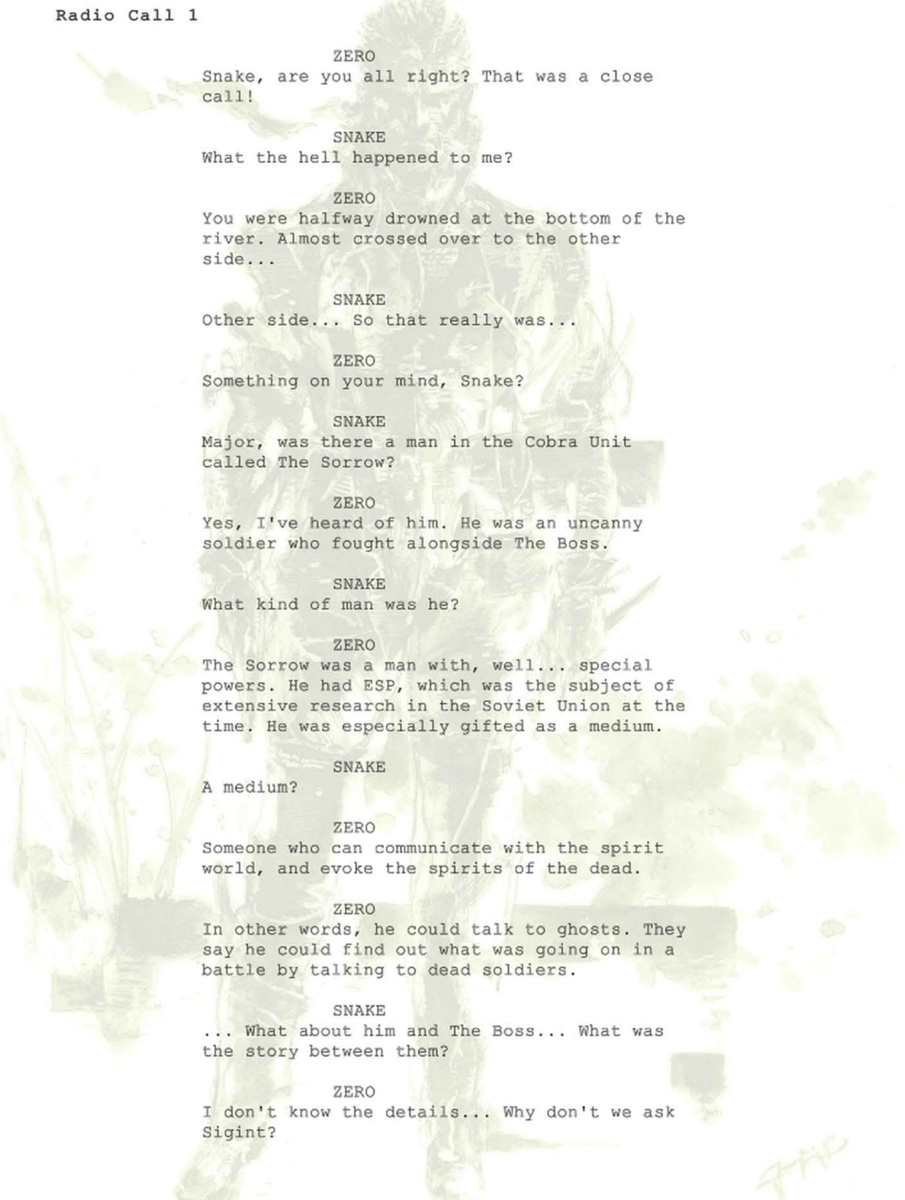
The murmuring of the stream, sunlight filtering through the trees, all the signs of the forest.

Having made it back from the other side, Snake is deeply moved!

Snake somehow makes it to his feet. Then, a radio call comes in!

The Sorrow Battle End

Radio Call 1



ZERO
Snake, are you all right? That was a close call!

SNAKE
What the hell happened to me?

ZERO
You were halfway drowned at the bottom of the river. Almost crossed over to the other side...

SNAKE
Other side... So that really was...

ZERO
Something on your mind, Snake?

SNAKE
Major, was there a man in the Cobra Unit called The Sorrow?

ZERO
Yes, I've heard of him. He was an uncanny soldier who fought alongside The Boss.

SNAKE
What kind of man was he?

ZERO
The Sorrow was a man with, well... special powers. He had ESP, which was the subject of extensive research in the Soviet Union at the time. He was especially gifted as a medium.

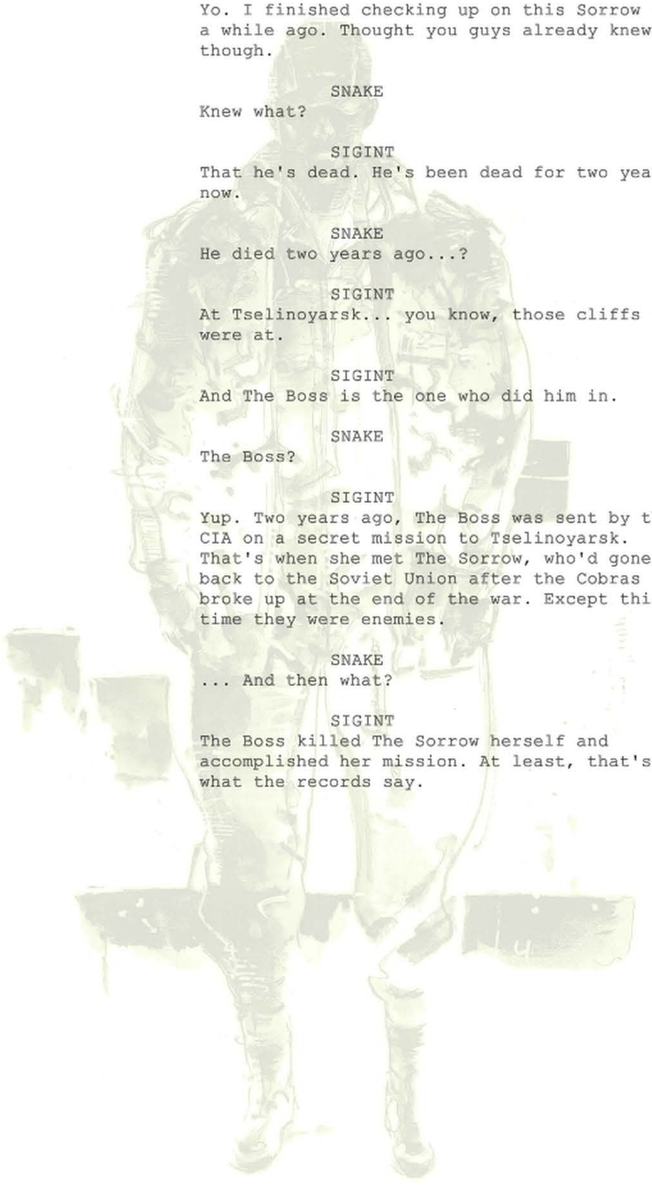
SNAKE
A medium?

ZERO
Someone who can communicate with the spirit world, and evoke the spirits of the dead.

ZERO
In other words, he could talk to ghosts. They say he could find out what was going on in a battle by talking to dead soldiers.

SNAKE
... What about him and The Boss... What was the story between them?

ZERO
I don't know the details... Why don't we ask Sigint?



The radio screen changes, as does the frequency.

SIGINT
Yo. I finished checking up on this Sorrow guy a while ago. Thought you guys already knew, though.

SNAKE
Knew what?

SIGINT
That he's dead. He's been dead for two years now.

SNAKE
He died two years ago...?

SIGINT
At Tselinoyarsk... you know, those cliffs you were at.

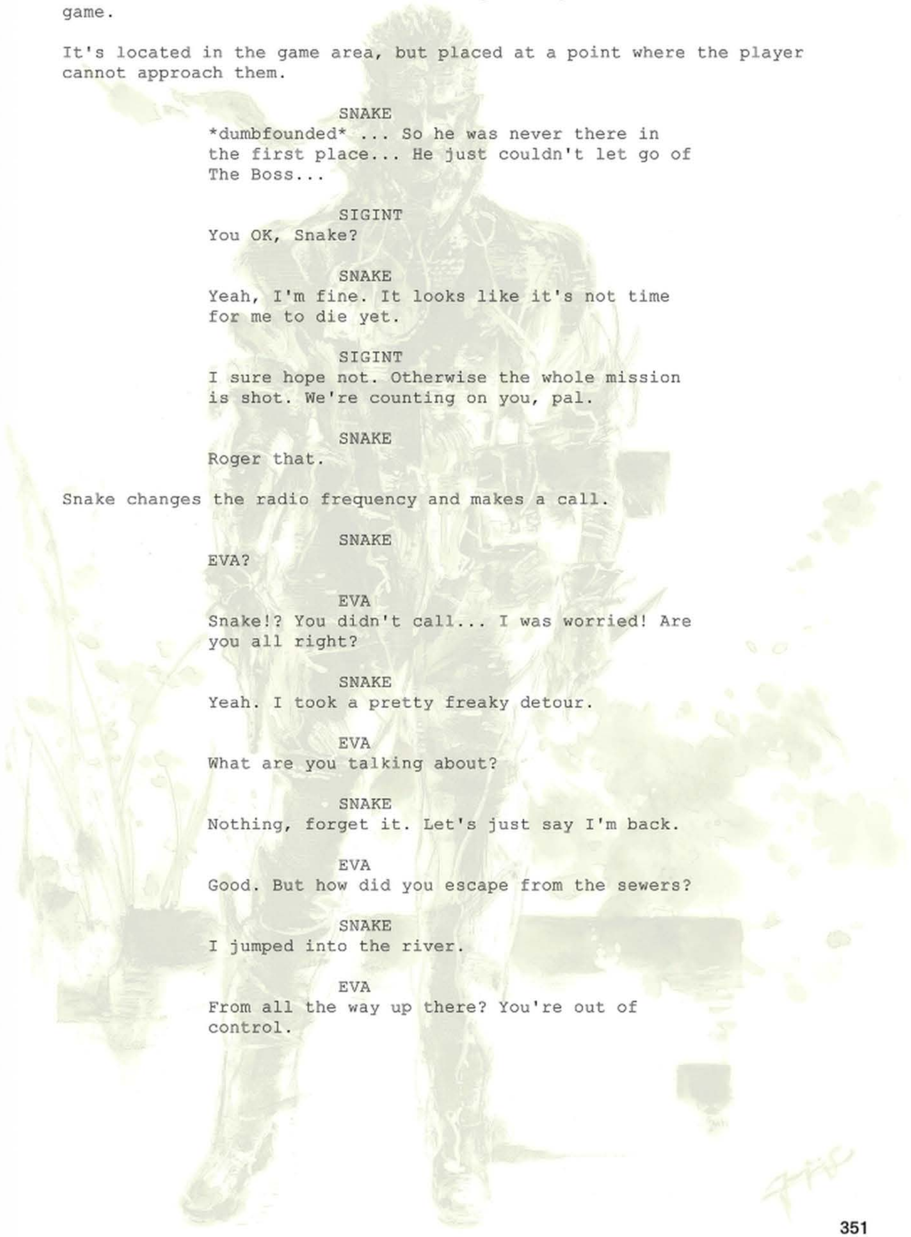
SIGINT
And The Boss is the one who did him in.

SNAKE
The Boss?

SIGINT
Yup. Two years ago, The Boss was sent by the CIA on a secret mission to Tselinoyarsk. That's when she met The Sorrow, who'd gone back to the Soviet Union after the Cobras broke up at the end of the war. Except this time they were enemies.

SNAKE
... And then what?

SIGINT
The Boss killed The Sorrow herself and accomplished her mission. At least, that's what the records say.



The Sorrow's remains lie beneath the rope bridge from the start of the game.

It's located in the game area, but placed at a point where the player cannot approach them.

SNAKE
dumbfounded ... So he was never there in the first place... He just couldn't let go of The Boss...

SIGINT
You OK, Snake?

SNAKE
Yeah, I'm fine. It looks like it's not time for me to die yet.

SIGINT
I sure hope not. Otherwise the whole mission is shot. We're counting on you, pal.

SNAKE
Roger that.

Snake changes the radio frequency and makes a call.

SNAKE
EVA?

EVA
Snake!? You didn't call... I was worried! Are you all right?

SNAKE
Yeah. I took a pretty freaky detour.

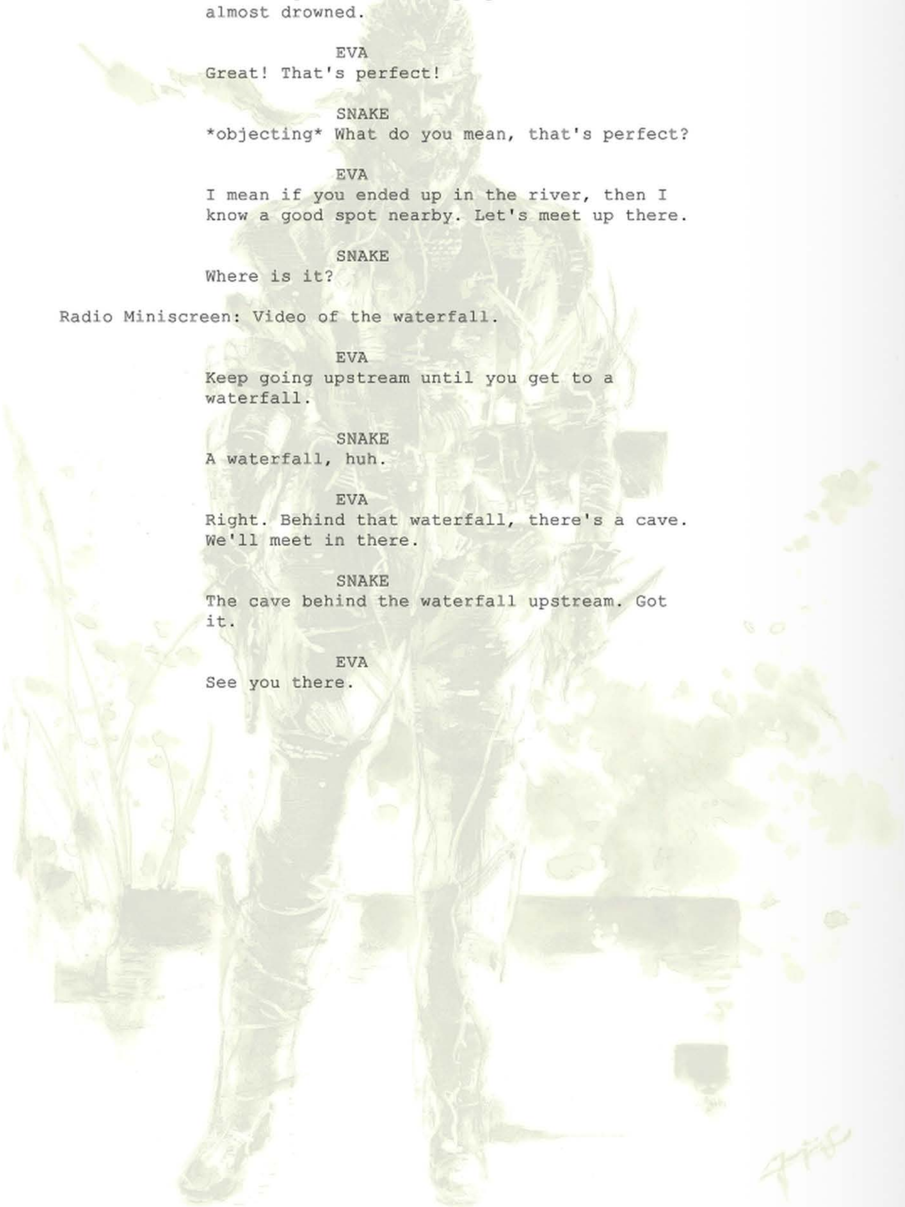
EVA
What are you talking about?

SNAKE
Nothing, forget it. Let's just say I'm back.

EVA
Good. But how did you escape from the sewers?

SNAKE
I jumped into the river.

EVA
From all the way up there? You're out of control.



SNAKE
Yeah. I got carried away by the current and almost drowned.

EVA
Great! That's perfect!

SNAKE
objecting What do you mean, that's perfect?

EVA
I mean if you ended up in the river, then I know a good spot nearby. Let's meet up there.

SNAKE
Where is it?

Radio Miniscreen: Video of the waterfall.

EVA
Keep going upstream until you get to a waterfall.

SNAKE
A waterfall, huh.

EVA
Right. Behind that waterfall, there's a cave. We'll meet in there.

SNAKE
The cave behind the waterfall upstream. Got it.

EVA
See you there.

Footnotes

[1] Acronym for the Union of Soviet Socialist Republics (the Soviet Union) when written in Russian notation.

Radio Conversations

•Major

Prior to Reaching Tunnel

Back of ruins

ZERO

It looks like you can get a nice panoramic view of Groznyj Grad from there. Perhaps you should scout it out now while you can.

ZERO

Just don't do anything too conspicuous. Remember that the attack chopper is still on patrol.

After meeting EVA – go to underground tunnel

(1)

ZERO

You've got the key from EVA. Now use it to enter the underground tunnel. The great fortress of Groznyj Grad is at the end of that tunnel.

(2)

ZERO

The door to the underground tunnel is near the center of that area, a little to the east. Get over there fast.

(3)

ZERO

The door to the underground tunnel is in the summit area. Hurry.

After mountains – Tatyana

SNAKE

Major, I saw that Tatyana woman again.

ZERO

Hmm. We've been analyzing our data, but so far we've been unable to find anyone matching that description.

ZERO
Maybe her posting was so obscure that we simply overlooked it...

SNAKE
Or maybe she's such a VIP that all the data on her has been classified.

ZERO
That's a possibility. But I'd be tempted to go with the first explanation. We'll keep going over the data.

SNAKE
Thanks.

After meeting EVA - player doesn't go to tunnel

(1)

ZERO
Snake, hold on.

SNAKE
What?

ZERO
Do you know where you're supposed to be going?

SNAKE
Of course I do.

ZERO
Tell me, then.

SNAKE
The tunnel to Groznyj Grad.

ZERO
And do you know where the entrance to that tunnel is?

SNAKE
Yeah... (He doesn't know.)

ZERO
Where is it?

SNAKE
It's... over there.

ZERO
Over where?

SNAKE
No, I mean, it's over here.

ZERO
...

SNAKE
... Or was it over that way?

ZERO
sighs ...

(2)
*If player went to wrong location

ZERO
The entrance to the underground tunnel leading to Groznyj Grad is near the center of the summit area. Sokolov is in grave danger. Get a move on.

(3)
*If player went to wrong location

SNAKE
murmuring ... So it was over there...

Underground tunnel - before The Fury

ZERO
Follow that tunnel to the north and you'll come out inside Groznyj Grad. Keep going north.

•Para-Medic

Prior to Reaching Tunnel

The Boss' horse

PARA-MEDIC
The horse The Boss was riding sounds like an Andalusian.

PARA-MEDIC
Andalusians are from the region of Andalusia in Spain.

PARA-MEDIC
They're renowned for their beauty, their gentle nature, and their physical prowess.

SNAKE
Hmm...

PARA-MEDIC
Just so you know, you can't eat them.

SNAKE
Hey, I didn't say anything.

PARA-MEDIC
Yeah, but you were going to.

SNAKE
I was?

PARA-MEDIC
Yes.

PARA-MEDIC
Don't even think about eating a horse. Got it?

SNAKE
muttering to himself Guess I'll have to mark it off the list.

PARA-MEDIC
What did you say!?

SNAKE
I'm just kidding.

PARA-MEDIC
...

•Sigint

Prior to Reaching Tunnel

Granin's spy shoes (1)

SIGINT
You say Granin's shoes were rigged with a transmitter?

SIGINT
That sounds like something the KGB's been working on lately. It's exactly like you described - a miniature transmitter that's small enough to put in a shoe.

SNAKE
Granin said he got the shoes from a woman called Tatyana... You think she's a KGB spy?

SIGINT
Could be. Or maybe it's some kind of ploy to throw suspicion on her.

SNAKE
pondering ...

SIGINT
Anyway, it's your job to find out.

SNAKE
... Good point.

The WIG

*After EVA says she's prepared a wing-in-ground-effect aircraft as their means to escape

SNAKE
Sigint.

SIGINT
Yo.

SNAKE
EVA said she set up a ground effect vehicle for us to make our escape.

SIGINT
So I heard.

SIGINT
The ground effect vehicle - or WIG - is something like a cross between an airplane and a boat. It uses ground effect to fly.

SIGINT

Ground effect basically means that when the craft skims the surface of the ground, the air between the ground and the wing is compressed, which gives the wing an extra boost.

SIGINT

From what Western intelligence agencies have been able to gather, the Russians are pretty serious about developing these WIGs. Apparently they're planning on using them for anti-submarine patrols.

SIGINT

I guess I can see why. The WIG's long cruising range and high-speed capabilities make it a good choice for that kind of mission.

SIGINT

EVA must have gotten her hands on one of the first prototypes while it was being field tested as a transport craft.

SIGINT

The WIG has a top speed of over 400 miles per hour. And its range is pretty good, too.

SIGINT

Not that speed is going to help you if you've got a supersonic fighter jet on your tail, but if you hug the surface and stay off the radar, you should have no problems getting away.

•Major

The Fury Battle

The Fury battle - basics

(1)

ZERO
The Fury is equipped with a powerful flamethrower. Whatever you do, don't attack him from the front.

ZERO
Get behind him and attack him from there.

(2)

ZERO
You'll never get anywhere fumbling around in the dark. You need to be able to see first.

ZERO
Use the night-vision goggles.

(3)

ZERO
You could also try using a torch or a cigar.

The Fury battle - flying

ZERO
Watch out for The Fury's flying attacks. Even if he's far away from you, he can close in on you in an instant.

ZERO
But he should be vulnerable for an instant when he takes off and when he lands. That's your chance!

The Fury battle - flame attacks

(1)

ZERO
The Fury's flamethrower is immensely powerful. Do not under any circumstances try to approach him from the front.

(2)

PARA-MEDIC
Snake, watch out for The Fury's flame attacks.

(3)

PARA-MEDIC
Those flames are incredibly intense. If you get blasted at close range, it's likely to result in a severe burn.

PARA-MEDIC
If you get burned, go into the Survival Viewer right away and use "CURE" to treat it!

(4)

PARA-MEDIC
If your body catches on fire, you can put it out by rolling around repeatedly.

PARA-MEDIC
You can also go into the Survival Viewer and change out of the burning clothes.

(5)

PARA-MEDIC
As long as you put out the flames right away, you shouldn't get burned.

(6)

PARA-MEDIC
So if you catch on fire, take care of it immediately!

•Para-Medic

The Fury Battle

The Fury battle - the heat

PARA-MEDIC
The tunnel looks like it's getting pretty hot. That's what happens when you use such a powerful flamethrower in an enclosed space.

PARA-MEDIC
In that kind of heat, you'll lose stamina more quickly than normal. Be sure to eat something to replenish your stamina before you get too exhausted to fight.

•Sigint

The Fury Battle

The Fury battle - flamethrower

(1)

SIGINT
That's not an ordinary flamethrower The Fury's using.

SIGINT
Normally, flamethrowers use a mixture of napalm and gasoline for fuel. But from what I hear, that guy is using liquid rocket fuel.

SIGINT
I'm guessing it's probably a mixture of UDHM - unsymmetrical dimethyl hydrazine - and NTO - nitrogen tetroxide.

SIGINT
I'm sure you've seen how potent that stuff is.

(2)

SIGINT
The Fury's flamethrower is one hell of a weapon. Any frontal attack you make is just gonna get swatted down by the flames. You've got to circle around him and attack from behind or from the side.

The Fury battle - the darkness

(1)

SIGINT
You can't fight if you can't see in front of your face. You need to be able to rely on your vision.

SIGINT
You can try the night-vision goggles, but keep an eye on the batteries.

SIGINT
Don't look straight at The Fury's flames when you're wearing the night-vision goggles, though, or you'll be blinded by the afterimage for a while.

SIGINT
If he fires the flamethrower, either look away or take off the goggles.

(2)

SIGINT
If the batteries in the night-vision goggles are used up, you can use a cigar or a torch for light.

SIGINT
But if you try and get close to him with the light on, he'll know you're there. Keep that in mind.

The Fury battle – prior to breaching fireproof suit

(1)

SIGINT
The Fury is wearing a special flameproof outfit made from a spacesuit.

SIGINT
If it's tough enough to stand up to those flames he's belching out, grenades and white phosphorus grenades aren't even going to make a dent.

SIGINT
Of course, if you manage to tear through that suit, then it's a different story.

(2)

SIGINT
If you use a knife and engage him at close range, you should be able to rip right through that flameproof suit of his.

SIGINT
To get close enough to use your knife, try stalking up from behind him.

SIGINT
But you've got more to worry about than not making noise. Any light you're carrying, like a cigar or a torch, will give you away.

SIGINT
So when you're creepin' up on him, unequip your cigar or torch.

The Fury battle - after breaching fireproof suit

(1)

SIGINT
You broke through The Fury's flameproof suit!?

SIGINT
Now grenades and white phosphorus should work on him.

(2)

SIGINT
You can also try blowing up a drum when he's standing next to it.

(3)

SIGINT
Check out the ceiling. See that gas pipe?

SIGINT
If you shoot it, it'll burst into flames.

SIGINT
Now that The Fury's suit is torn you should be able to hurt him with it, so go for it!

•Major

Prior to Reaching Groznyj Grad

After The Fury – continue on

(1)

ZERO
You defeated The Fury, huh?

SNAKE
Yeah.

ZERO
That only leaves (The Boss)...

SNAKE
I haven't forgotten.

ZERO
Good.

ZERO
But your first priority is to get Sokolov out of the fortress.

SNAKE
Right.

(2)

ZERO
The ladder at the end of that underground tunnel should take you up into Groznyj Grad.

ZERO
Once the Shagohod is completed, there's no telling how long they'll let Sokolov live. You've got to hurry.

After The Fury – you can't go back

*At the door that got blocked off after The Fury exploded

ZERO
The other side of that door is blocked by rubble as a result of The Fury's explosion.

ZERO
You won't be able to open it. Forget about it and continue your mission.

•Major

Prior to Infiltrating Weapons Lab

Infiltrating fortress – first time

(1)

ZERO
Good, you've finally made it inside Groznyj Grad.

SNAKE
Finally.

ZERO
Stay alert. This is the enemy's main base. The security here is on a scale you haven't encountered yet.

SNAKE
No kidding.

ZERO
Your objective is the weapons lab. It's the giant building in the center of the fortress. Sokolov is in the west wing of that building.

(2)

ZERO
To get into the area where Sokolov is imprisoned, you'll need to find Major Raikov, steal his clothes, and disguise yourself as him.

ZERO
Raikov is supposed to be in the east wing of the weapons lab.

(3)

ZERO
Start out by sneaking into the east wing of the weapons lab. Then, neutralize Raikov, and take his clothes.

(4)
*If player is in southeast area

ZERO
The weapons lab is to the north of the area you're in now. Head north.

(5)
*If player is in northeast area

ZERO
The weapons lab is located in the center of the area you're in now. Head for the east wing of the weapons lab.

(6)
*If player is in northwest area

ZERO
The weapons lab is to the east of the area you're in now. Head east.

(7)
*If player is in southwest area

ZERO
The weapons lab is to the northeast of the area you're in now. Head northeast.

•EVA

Prior to Infiltrating Weapons Lab

After infiltrating fortress - can reach EVA again

*After parting ways with EVA at the summit, player is temporarily unable to reach her. The following occurs if player tried contacting her several times during this period

SNAKE
EVA?

EVA
Snake?

SNAKE
You're all right...

EVA
Were you worried about me?

SNAKE
Yeah, I can't continue my mission without your help.

EVA
I'm touched by your honesty...

EVA
Don't concern yourself with me. I'm doing just fine. But...

SNAKE
What?

EVA
Thanks anyway.

SNAKE
Sure.

EVA
OK, back to the mission.

(2)

EVA
The security in the west wing where Sokolov is being held is extremely tight.

EVA
The only ones who are cleared to enter the west wing are those with colonel-class authorization.

EVA
One of those people is Major Raikov. To get into the west wing, you could disguise yourself as Raikov.

EVA
First, you'll have to take Raikov out and steal his uniform. He's in the east wing of the weapons lab in the center of Groznyj Grad.

(3)
*If player is in southeast area

EVA
The east wing is north of your current location. Head north.

(4)
*If player is in southwest area

EVA
The east wing is northeast of your current location. Head northeast.

(5)
*If player is in northwest area

EVA
The east wing is east of your current location. Head east.

(6)
*If player is in northeast area

EVA
You're in the vicinity of the east wing. Proceed to infiltrate.

(7)

SNAKE
All right. But why?

EVA
Huh?

SNAKE
Why do I have to steal Raikov's clothes from him? What about that scientist outfit... (You got that for me.)

EVA
That's not going to work this time around. Raikov's uniform is a special type that only he wears. You'll have to get it directly from him.

EVA
Normally I'm pretty good at getting men to take off their clothes, but it won't work on him. (Raikov is gay.)

SNAKE
?

EVA
You, on the other hand, might have a better chance with him.

SNAKE
What's that supposed to mean?

EVA
What indeed.

EVA
Anyway, the only way to get Raikov's uniform is to take him out and steal it yourself. He's somewhere in the east wing.

Fortress - truck

*If player gets into back of truck in a cardboard box with "To (destination)" written on it, the truck will go there

EVA
Those trucks you see there are used to transport materials in and out of Groznyj Grad.

EVA
I've seen them loading the trucks full of cardboard boxes and shipping them off all over the place.

EVA
Groznyj Grad is a gigantic fortress, so they've got to be pretty busy.

EVA
Some of the men have even complained to me that they've got too much work to do to check the contents of every single box that comes through.

Fortress - searchlights

EVA
The security in Groznyj Grad is tight. Watch out for the searchlights in particular.

EVA
If you get caught square in one of the lights, no matter how good your camouflage is, they'll spot you.

EVA
Make sure you stay out of those circles of light.

Colonel class

SNAKE
EVA, about this Major Raikov...

EVA
Yes?

SNAKE
You said he had "colonel-class" authorization, right?

EVA
Right.

SNAKE
But his rank is major. So how can he have "colonel-class" authorization?

EVA
Raikov is treated as an officer of equal rank with Colonel Volgin.

SNAKE
Treated as the same rank?

EVA
Yeah.

SNAKE
Even though he's a major?

EVA
Right.

SNAKE
Why?

EVA
You don't know?

SNAKE
No.

EVA
Even after seeing that photo? (The photo of Raikov and Volgin looking very friendly. In fact they are lovers.)

SNAKE
Nope.

EVA
Has anyone ever told you you're a bit slow?

SNAKE
What are you talking about?

EVA
I'll leave you to think about it.

SNAKE
Wait a minute...

EVA
Gotta go.

If player hasn't eaten the Instant Noodles

EVA
By the way, Snake...

SNAKE
What?

EVA
Why aren't you eating it?

SNAKE
Eh? What are you talking about?

EVA
The instant noodles. Why aren't you eating them?

SNAKE
Do I have to?

EVA
Of course you do.

SNAKE
Why?

EVA
Because it's a present from me.

SNAKE
...

EVA
You probably didn't know, but instant noodles are really popular among the troops here at Groznyj Grad.

EVA
It was really hard to get my hands on some. And I even managed to get three whole packages of it...

SNAKE
Three? But you only gave me two...

EVA
Ah... (Aw crap!)

EVA
Anyway, that's not the point. The point is - you'd better eat it. Or else. (She secured three, but she couldn't fight the temptation to eat one of them on her way to meeting up with Snake.)

Granin's death

SNAKE
EVA, what happened to Granin?

EVA
Dead... killed by the Colonel.

EVA
They know there's a spy.

SNAKE
And Granin was a hunting casuality?

EVA
Yeah. Volgin doesn't hold back in his interrogations. I don't think he even cares about the answers.

EVA
It just seems like he calls it that while he enjoys beating the hell out of his "suspect."

EVA
Just violence for violence sake.

SNAKE
Granin was a guy who loved his country and pledged his loyalty.

EVA
There was no reason he had to die, but Volgin doesn't need reasons.

EVA
Once he loses it, there's no stopping him; he's an animal.

SNAKE
Does he suspect you?

EVA
I'm not sure, but it feels like I'm next in the hot seat. After seeing Granin, I don't think he would let me off easy if he did find out.

SNAKE
Be careful.

EVA
You too.

The sheer size of the fortress

EVA
The name Groznyj Grad means "the terrible fortress."

EVA
And that's exactly what it is - an impregnable monster of a fortress built using Colonel Volgin's enormous fortune.

EVA
In the center of the fortress is a weapons lab that acts as the nerve center of the place. In the southeast there's a prison, in the northwest there's an armory, and in the northeast there's a provisions storehouse.

EVA
The weapons lab in the center is where Granin, Sokolov, and their fellow scientists carry out their high-tech weapons research.

EVA
The flying platform and attack chopper you saw are two of their accomplishments.

EVA
And now they're about to finish the work on the Shagohod.

EVA
They call it "the terrible fortress" for a reason.

•Sigint

Prior to Infiltrating Weapons Lab

Trucks in the fortress

*If player is near one of the trucks parked in the fortress

(1)

SIGINT
Snake, that's an MAZ-535, a Soviet-built 8-axle tractor truck.

(2)

SIGINT
During World War II, most of the heavy transport trucks the Soviets used were supplied by the U.S.

SIGINT
But apparently their performance wasn't quite up to the standards of the Soviet military.

SIGINT
The problem only got worse after the war, as the size of the Soviet Strategical Rocket Forces grew larger.

SIGINT
The Soviets realized they needed a heavy transport truck with excellent cross-country capability to haul their ballistic missiles.

SIGINT
So in 1954, they started work on a new truck design over at the SKB-MAZ design bureau in Minsk, Belarus.

SIGINT
And what they came up with was the MAZ-535 you see there.

SIGINT
There are a lot of variations on the MAZ-535... What do the headlights look like on that one?

SNAKE
It's got two of them.

SIGINT
Then it must be one of the later production models. The early ones were equipped with infrared lamps.

(3)

SIGINT

They look like they're used for cargo transport. But you're not into auto-theft, are you? Just leave it alone and keep going.

Armored vehicles in the fortress

(1)

SIGINT

The armored vehicle you see there is a BTR-152.

(2)

SIGINT

The BTR-152 is an armored personnel carrier that was first developed in 1948.

SIGINT

The design was based on the ZIL-151, a medium-size six-axle truck.

SIGINT

It was supposedly created primarily for use in motorized rifle divisions.

SIGINT

Besides the standard two-man crew, it can carry up to 17 fully armed personnel in its personnel transport chamber.

(3)

SIGINT

But stealing an armored transport and driving it around isn't part of the mission, bro. Just leave it alone and keep going.

Tanks in the fortress

*If player is near one of the tanks parked in the fortress

(1)

SIGINT

Hey, those tanks look like Object 279s.

(2)

SNAKE

Object 279s?

SIGINT

Yup.

SIGINT

We don't have a lot of details yet, but apparently they're a kind of heavy tank designed to operate in situations involving the use of tactical nuclear weapons.

SIGINT

They're distinguished by two sets of double treads and a disk-shaped shield, which keep it from flipping over in a nuclear blast.

SIGINT

Basically, the four treads widen the traction area and increase friction with the ground, while the disk-shaped shield deflects the blast above and below the vehicle.

SIGINT

The tank is armed with a 130 mm cannon. It's also got a 1000 horsepower diesel engine, which gives it a decent top speed.

SIGINT

As far as we knew, it hadn't been formally adopted because of the high cost of production... but it looks like we were wrong.

(3)

SIGINT

Anyway, those don't seem to be ready for deployment yet. You don't need to worry about them going anywhere. Just keep moving.

•Major

Prior to Meeting Raikov

Find Raikov

(1)

ZERO
Good, you've infiltrated the east wing.
Raikov should be somewhere in that building.
Take him down and steal his clothes!

(2)
*If player isn't disguised as a scientist

ZERO
But you can't simply wander around the
enemy's home base looking like that.

ZERO
For now, disguise yourself as a scientist
while you look for Raikov.

ZERO
Raikov is somewhere within the east wing.
Find him and dispatch him!

Find Raikov - after locating him

ZERO
Snake, have you found Raikov?

SNAKE
Yeah. But he got away...

ZERO
What!?

SNAKE
Sorry, Major. I'll get...

ZERO
Stop your blathering and go take him out
already!

SNAKE
OK... But...

ZERO
What are you waiting for? Get going!

SNAKE
Major, why are you so pissed off all of a sudden? You have something against this guy?

ZERO
No... just, every time I think of that face, it makes me furious. Doesn't it make you?

SNAKE
... (Not really...)

ZERO
Just get moving! Knock him out and steal his clothes!

•EVA

Prior to Meeting Raikov

Look for Raikov

(1)

EVA
You made it into the east wing. Good. Raikov is somewhere in that building.

EVA
You know what he looks like, don't you? When you find him, steal his uniform.

(2) *If player isn't disguised as a scientist

EVA
But if you go in dressed like that, the enemy will spot you long before you find Raikov. Disguise yourself as a scientist.

East wing - scientists

(1)

EVA

There are scientists in the east wing. Almost all of them were taken here against their will, like Sokolov.

EVA

If they see you, they probably won't attack you, but they can still get you in trouble by yelling for help or pressing the alarm switches on the walls.

EVA

So you should be watching out for scientists as well as enemy grunts.

(2)

EVA

Even if you disguise yourself as a scientist, the real scientists will know you're not one of their own if they get a good look at your face.

EVA

So make sure the real scientists can't see your face while you're in your scientist disguise.

EVA

And don't do anything funny, like crawling or rolling around.

(3)

EVA

If a scientist gets suspicious about your disguise, just turn your face away and pretend nothing's wrong. That should work most of the time.

East wing - enemy soldiers while disguised as a scientist

EVA

There are enemy soldiers patrolling the east wing as well.

EVA

Even if you disguise yourself as a scientist, they'll know something's up if you crawl, roll, punch, or stay pressed up against the wall for a long time.

EVA

If an enemy gets suspicious and starts coming your way, just stay still and keep your mouth shut. That ought to fool them.

Raikov tactics

(1)

EVA

Raikov is making the rounds inside the east wing. If you see him, take him out before he has a chance to get away.

(2)

*If player has obtained cigarette knockout gas gun

EVA

Try using the cigarette-shaped sleep gas gun.

(3)

*If player has obtained knockout handkerchief

EVA

The knock-out handkerchief might also come in handy.

(4)

EVA

Raikov always carries a Makarov with him. Make sure you don't get shot.

Raikov tactics – location

EVA

If enemy soldiers or scientists see you take down Raikov, you'll be in for it. Make sure to get Raikov someplace out of sight.

EVA

Someplace like the locker room on the southwest side of the second floor, maybe?

Raikov tactics – food

(1)

Hint that player can give him rotten food and ambush him in the toilet

EVA

Raikov is famous for being a glutton. I've heard he'll even stop and pick up food that's lying on the floor.

EVA

But for such a pig, he's got a weak stomach, and is always running for the toilet after eating that stuff.

(2)

EVA

Why don't you try giving Raikov something rotten to eat and then waiting for him in the bathroom?

The WIG

SNAKE
EVA, about the escape plan...

EVA
Yeah, we're getting out on a WIG.

SNAKE
The ground effect vehicle.

EVA
Right. Here they call it an Ekranoplan.

SNAKE
The Soviet Union has already finished testing one of those?

EVA
No, this is just the prototype given to GRU.

EVA
It was designed to search out and destroy American submarines. That's why it has a long range, and a decent speed of 470 mph (720 kmph).

EVA
It's far beyond the Be-1 developed three years ago.

EVA
The problem for us is that the one here doesn't have any weapons onboard. If we're tailed, our only choice is to try and shake them.

SNAKE
I'll leave that to you.

EVA
Sorry if I won't have the time to play stewardess for you.

Impression of Raikov

SNAKE
EVA, what kind of guy is Raikov?

EVA
He's Volgin's precious pet.

SNAKE
Anything else?

EVA
He's got a handsome face.

SNAKE
Is that what you really think?

EVA
No, I'm just being objective. I'm not interested in people who aren't interested in me.

SNAKE
I was hoping to get some useful info for becoming him.

EVA
looks like she doesn't even want to think about it He seems mild-mannered, but the kind of guy who would sit in his room and admire his bug collection.

SNAKE
That still doesn't help me much. Anything more?

EVA
I really don't know, Snake. Can't you just observe him and copy him yourself?

SNAKE
Why are you so evasive about this? (Why do you seem to dislike him so much?)

EVA
sighs ... People like me don't even exist in his little world.

SNAKE
I see...

EVA
Okay then....

SNAKE
Did he dump you?

EVA
"I see" huh? You don't get it at all!

EVA
No, not THAT. I'm just not good with his type.

SNAKE

But...

EVA

If this conversation goes on any longer, I'm going to send my fist through this radio into your head! Figure him out yourself. Later!

SNAKE

?

Frequency door

*Incoming call when player is near door that opens with a radio frequency

(1)

EVA

Snake, that door can't be opened by normal means. Apparently, it operates by responding to a specific radio frequency.

(2)

EVA

If you want to know the "key" frequency... why don't you try asking someone nearby?

(3)

EVA

The door will open with frequency 140.30...

(4)

EVA

The door will open with frequency 145.86...

(5)

EVA

The door will open with frequency 148.13...

•Para-Medic

Prior to Meeting Raikov

After getting rotten food hint from EVA

(1)

PARA-MEDIC

We know that Major Raikov is a glutton. Maybe you could use that to your advantage.

(2)

PARA-MEDIC

Why not give him something rotten to eat and then lay an ambush for him in the toilets?

•Sigint

Prior to Meeting Raikov

Before hearing about frequency door

(1)

SIGINT
That door sounds like it's got a pretty fancy electronic lock on it.

SNAKE
Yeah. It doesn't have a keyhole or a slit to insert a card. How's it supposed to work...?

SIGINT
Couldn't tell you.

(2)

SIGINT
All I know is that you can't open it by any normal means. Why don't you ask EVA and see if she knows?

After hearing about frequency door

*After contacting EVA and being told door will open with a specific frequency

(1)

SNAKE
Sigint, this door is...

SIGINT
I heard.

(2)

SIGINT
The door seems to be set up to open in response to a radio signal on a specific frequency.

SIGINT
Hey, you've got a device that transmits radio signals on different frequencies. Maybe you could use that to open it.

(3)

SIGINT
But the "key" frequency is probably going to be different for each door.

SIGINT
If you need to know which one... why don't you try capturing a scientist or a grunt around there and asking them?

•Major

Prior to Reaching Locker Room

After eliminating Raikov but prior to stealing his uniform

(1)

ZERO
Good, you've taken care of Raikov. Now to take those clothes he's wearing.

(2)

ZERO
But don't take his clothes off there, out in the open. It's far too conspicuous.

ZERO
Also, once you've disguised yourself as Raikov, you'll need to find someplace to hide the real Raikov's body.

(3)
*If player hasn't heard about locker room from EVA

ZERO
There must a place where you can take Raikov's clothes and hide his body. Drag Raikov's body over there.

ZERO
EVA might know a suitable location. Try asking her.

(4)
*After hearing about locker room from EVA

ZERO
Drag Raikov's body into the locker room. The locker room is on the southwest side of the second floor.

(5)
*If Raikov is knocked out or put to sleep

ZERO
Be careful not to wake Raikov up while you're dragging him. And make sure you're not seen by enemy soldiers or scientists.

(6)
*If Raikov is killed

ZERO
If Raikov's corpse is found, you'll no longer be able to disguise yourself as him. Whatever you do, don't let them find the body. Is that clear?

You're just going to leave the body there?

*Mandatory incoming call if player moves to another area while carrying Raikov's body

ZERO
Snake, where are you going?

ZERO
Are you planning to just leave Raikov's corpse there? If anyone discovers his body, you won't be able to diguise yourself as him anymore.

ZERO
You won't be able to get into the west wing either, and your mission will fail.

ZERO
Hurry up and get back to Raikov's body.

•EVA

Prior to Reaching Locker Room

Raikov - after eliminating him, take him to the locker room

(1)

EVA
You took care of Raikov? Good. Now drag him to the locker room.

EVA
There shouldn't be anyone in there. You won't need to worry about anyone seeing you take his clothes, and you can hide his body, too.

EVA
The locker room is on the southwest side of the second floor. Hurry and take him there!

(2)

EVA
If someone discovers Raikov's dead body, you won't be able to disguise yourself as him anymore. That means you won't be able to sneak into the west wing, either. And if that happens, you failed your mission.

EVA
Take Raikov's body somewhere where you're sure it won't be found. OK?

•Major

Prior to Completing Raikov Disguise

Raikov disguise

(1)

ZERO
I see you've got Raikov's clothes from him. Disguise yourself as Raikov and infiltrate the west wing, where Sokolov is being held.

(2)

ZERO
Select "OFFICER" from "UNIFORM" on the "CAMOUFLAGE" screen to change into Raikov's uniform.

(3)

ZERO
However, that won't be enough to pass as Raikov.

(4)

ZERO
To really become Raikov, you'll need to make your face look like his as well as your clothes.

(5)

ZERO
As for how to do that... Well, I'll let you think about it.

Raikov disguise - face is the same

(1)

SNAKE
Major, I disguised myself as Raikov.

ZERO
...

SNAKE
What? ...No good?

ZERO
No.

(2)

ZERO
Snake, you can't pass yourself off as Raikov simply by wearing his clothes. You need to make your face look like his as well.

(3)

ZERO
There must be a way to make your face look like Raikov's. Think, Snake.

Put him back in the locker

*Mandatory incoming call if player takes Raikov out of the locker and moves to another area

ZERO
Snake, wait! Are you just going to leave Raikov's body lying outside of the locker?

ZERO
If someone finds the real Raikov, you won't be able to get away with disguising yourself as him, and you won't be able to get into the west wing either. In other words, mission failed.

ZERO
Go back and put him in the locker. Hurry!

•EVA

Prior to Completing Raikov Disguise

Disguise yourself

*If player has obtained Raikov's uniform but hasn't yet put it on

EVA
Snake, what are you doing?

EVA
You got Raikov's clothes didn't you? Hurry up and change into them!

EVA
If you fail your mission, you'll be taking me down with you. Get it together!

Raikov disguise - he'll be out for a while

EVA
Don't worry about Raikov. No one will find him in the locker for a while.

EVA
But when they do find him, your disguise will be useless. You won't be able to get into the west wing, and your mission will be a failure.

EVA
So whatever you do, don't open the locker with Raikov in it. All right?

Raikov disguise – face is the same

SNAKE
EVA, I disguised myself as Raikov.

EVA
...

SNAKE
What's wrong?

EVA
Something's not quite right.

SNAKE
Not right?

EVA
Mmm.

SNAKE
What? What is it?

EVA
Hmm... I got it! Your face is all wrong!!

SNAKE
Say what now!?

EVA
I mean, your face isn't his.

SNAKE
Well, I would hope not.

EVA
You need to do something about that.

SNAKE
Do what?

EVA
deflects since she hadn't considered this herself You're a smart guy. You figure it out.

Raikov disguise – face is the same (2)

EVA
In order to sneak into the west wing, you need to "become" Raikov. That means more than just wearing his clothes. Your face has to match his, too. There must be a way to do that.

•Major

Prior to Meeting Sokolov

Raikov disguise complete

(1)

ZERO
Ah, your Raikov disguise has turned out nicely.

(2)

SNAKE
Yeah. Not even his own mother could tell the difference.

ZERO
Indeed. You're starting to irritate me already.

SNAKE
Why? This look should make me more popular.

ZERO
I wouldn't bet on it... But whatever.

(3)

ZERO
Now that you're indistinguishable from the real Raikov, you'll be able to get into the west wing, to which only Volgin and Raikov have access.

(4)

ZERO
Head for the west wing of the weapons lab. That's where Sokolov is being held.

(5)

ZERO
Enter the main wing from the second floor of the east wing. Pass west through the main wing and you'll come to a connecting passageway. The west wing is at the other end of that passageway.

ZERO
Infiltrate the west wing and rescue Sokolov.

Saluting while disguised as Raikov

ZERO
While you're disguised as Raikov, you can press the Action Button to perform a salute.

ZERO
If you want, why don't you try saluting some of the soldiers and scientists?

Raikov disguise advice (2)

ZERO
Now that you're the spitting image of Raikov, no one will have cause to suspect you.

ZERO
But if someone finds Raikov hidden in the locker, your disguise will become useless. If that happens, your mission will end in failure. Whatever you do, don't open the locker. Is that clear?

Raikov disguise advice (3)

ZERO
As long as you're disguised as Raikov, you'll be able to go anywhere in the fortress and no one will suspect a thing.

ZERO
Now may be a good time to do a little exploring around the place.

Checkpoint outside west wing

(1)

ZERO
Snake, that passageway leads to the west wing where Sokolov is being held captive.

ZERO
But the only ones who can open the door to the west wing are those sentries there.

ZERO
The only way to get into the west wing is to disguise yourself as Raikov and get the sentries to open the door for you.

(2)
*If player isn't disguised

ZERO
Quickly, change into your Raikov disguise.

(3)
*If player is disguised

ZERO
You should be able to fool them with that disguise. Pretend you're Raikov and get them to open the door.

(4)
*If player hasn't obtained disguise

ZERO
You'll need to get Raikov's clothes from him first. Go back to the east wing and take him down.

Outside west wing door - player took out enemy soldiers

ZERO
Snake, those sentries are the only ones who can open the door. You won't be able to get into the west wing if you knock them all out.

ZERO
You'll just have to go some place else and wait for new sentries to be posted.

Raikov's name

ZERO
What a strange coincidence, though.

SNAKE
Coincidence?

ZERO
Well, Raikov's full name is Ivan Raidenovitch Raikov.

SNAKE
And?

ZERO
Ivan is the Russian equivalent of John. And a common nickname for John is Jack.

SNAKE
... (Snake's real name is Jack.)

ZERO
You know, in Russian folklore, the youngest son in a family often receives the shabbiest treatment, but is actually cleverer than his brothers and has the happiest ending of all. That son is usually named Ivan.

SNAKE
I don't have any brothers.

ZERO
Really? I could have sworn you had several.

(Snake's cells will later be used to create three clones (brothers): Solid, Liquid, and Solidus, who appear in MGS1 and 2. Also a reference to the fact that there a lot of entries in the MGS series.)

SNAKE
???

While looking at cell door frequency

*If player is looking at frequency that will open cell

SNAKE
Major, I've found some numbers that might be important.

ZERO
Hmm... I wonder what they mean? Sigint, any ideas?

SIGINT
Afraid not.

ZERO
I see. Well, they may still prove useful, so be sure to make note of them.

SNAKE
Got it.

•EVA

Prior to Meeting Sokolov

Raikov disguise - disguise complete

(1)

EVA

OK, your Raikov disguise is complete. Now they won't stop you no matter what you do.

(2)

SNAKE

Even if I punch someone in the face? (Saying it as a joke.)

EVA

Right.

SNAKE

Really?

EVA

Really.

SNAKE

Why?

EVA

Raikov's just that kind of guy.

SNAKE

...

(3)

EVA

Once you're disguised as Raikov, you can get into the west wing where Sokolov is being held.

EVA

To get to the entrance to the west wing, pass west through the main wing of the weapons lab and go through the connecting passageway.

(4)
*If player is in west wing corridor

EVA

Head straight down that connecting passageway.

(5)
*If player is in main wing

EVA

The door to the connecting passageway is to the west. Head that way.

(6)
*If player is in east wing

EVA
You can get into the main wing of the weapons lab from the southwest side of the second floor. Head for the main wing.

(7)
*If player is somewhere else

EVA
Once you're ready, go back to the east wing. Enter the main wing from the second floor of the east wing and pass through it to get to the west wing.

Raikov disguise – special item

EVA
While you're disguised as Raikov, you can go anywhere you want and no one will stop you.

EVA
So now might be a good time to go and collect some items.

EVA
For instance, I heard there's a rare goody on the east side of the second floor of the east wing. (The Sneaking Suit is there.)

In front of door to hangar

EVA
Snake, that door leads to the hangar. It's where they're making adjustments to the Shagohod.

EVA
But you can't open it unless you have the key.

EVA
I'll get the key for you soon enough, but in the meantime you should rescue Sokolov first. Head for the west wing.

West wing corridor

(1)

EVA

You're in the connecting passageway of the weapons lab. That passageway leads to the west wing, where Sokolov is being held.

EVA

As you can see, they've got guards posted there full-time. Those guards are the only ones who can open the door to the west wing.

EVA

The only way to get in is to pretend you're Raikov and get them to open the door for you.

(2)
*If player is disguised

EVA

Just keep going and have them open the door for you.

(3)
*If player has disguise but hasn't put it on

EVA

OK, hurry and change into your Raikov disguise.

(4)
*If player doesn't have disguise

EVA

Go back to the east wing and find Raikov. The only way to sneak into the west wing is by wearing his clothes. Steal Raikov's clothes from him.

Saluting in the west wing corridor

(1)

EVA

To get them to open the door, just give them a signal.

(2)

EVA

You can press the Action Button to perform a salute. That's the signal.

•Para-Medic

Prior to Meeting Sokolov

Thoughts on Raikov disguise

PARA-MEDIC
Snake, I... Ah!

SNAKE
?

PARA-MEDIC
H... hello there.

SNAKE
Para-Medic, it's me.

PARA-MEDIC
Snake? Oh, it's you. For a minute there, I thought you were someone else...

SNAKE
Why are you so nervous? You've seen this mask before, right?

PARA-MEDIC
Yeah, but it looks so cool...

SNAKE
Huh?

PARA-MEDIC
Cool. You know? Kind of like a Venusian.

SNAKE
A Venusian...?

PARA-MEDIC
I mean, not the crab kind... the other kind. (There's a science fiction movie involving a crab-like creature.)

SNAKE
Para-Medic, do you really think a guy you've never seen before would suddenly call you on this frequency?

PARA-MEDIC
I know, it sounds ridiculous. But still...

PARA-MEDIC
What if it was a being from another planet? You can't rule out that possibility.

SNAKE
...

•Major

Prior to Breaking Out of Cell

Breaking out - before treating wounds

(1)

ZERO
Snake!

SNAKE
... Major...

ZERO
You're all right...

SNAKE
I wouldn't say all right... but at least I'm alive.

PARA-MEDIC
That's good enough...

SNAKE
But they took all my weapons and equipment from me.

ZERO
Well, you've still got your radio and medical items with you.

SNAKE
Yeah.

PARA-MEDIC
I wonder why that is?

ZERO
Perhaps Volgin's not finished with you just yet. (He may feel like torturing you again.)

SNAKE
Yeah, well, I'm not finished with him yet, either. (He wants to pay him back.)

(3)

ZERO
Snake, you've got to escape from that cell somehow. There must be a way. Use your head.

The revolver Snake got from The Boss

(1)

ZERO

The Boss gave you a gun?

SNAKE

Yeah. A Single Action Army.

ZERO

For what?

SNAKE

... I'm not sure.

ZERO

Hmm...

(2) *Before escaping

ZERO

Anyway, why don't you use that gun to shoot...

SNAKE

I can't.

ZERO

Why not?

SNAKE

No bullets.

ZERO

I see... Well, you'll be able to get some once you're outside.

ZERO

First, you've got to escape from that cell. There must be a way. Don't give up.

After discovering fake death pill

(1)

SNAKE
Major, I dug out the bullet The Boss shot into me...

ZERO
Yes?

SNAKE
There was a fake death pill inside.

ZERO
A fake death pill?

SNAKE
Yeah. What does it mean...?

ZERO
I haven't a clue.

(2)

ZERO
But if it's the work of The Boss, then it probably means something...

(3)
*If player has already escaped

ZERO
I wonder if it's meant to help you escape from the cell...?

SNAKE
You're saying The Boss was trying to help me? But why?

ZERO
If you don't know, how am I supposed to know?

SNAKE
...

Breaking out - door

(1)

ZERO
The door of the cell seems to open in response to a specific radio frequency.

ZERO
Perhaps you've seen or heard it somewhere already?

(2)
*If player hasn't seen it

SNAKE
I don't think so.

ZERO
That's a shame...

(3)
*If player has seen it

SNAKE
... (He's seen it before, but can't remember what it is.)

ZERO
Come on, I know you've seen it. I remember it.

SNAKE
What was it, then?

ZERO
... (He can't remember either.)

SNAKE
You can't remember, either, can you?

ZERO
No, no, I remember it... It just... slipped my mind temporarily.

SNAKE
... (What's that supposed to mean?)

(4)

ZERO
Snake, I remember it now. The frequency was 144.75, I'm sure of it.

Breaking out - the guard has opened the door

ZERO
Snake, the guard has opened the door! Knock him out and get out of there!!

Breaking out - the door is open

ZERO
Snake, the door to the cell is open. There's no time to lose. Get out of there, quickly!

•EVA

Prior to Breaking Out of Cell

After torture - eye

(1)

EVA

Snake, I wanted to ask you something...

SNAKE

What?

EVA

In the torture room, why did you protect me when Ocelot was about to fire?

SNAKE

Because I knew that the chamber wasn't empty and you'd be dead if he pulled the trigger.

EVA

But your eye...

SNAKE

I was tied up and it happened so fast - it was the best I could do. I feel a little strange, but it won't interfere with the mission.

EVA

What about me?

SNAKE

?

EVA

Did you only save me because I was important for completing your mission?

SNAKE

What other reason would there be?

EVA

And when the mission is over?

SNAKE

Right now, it's just the mission.

EVA

The "mission" you used to love? (Referring to The Boss)

SNAKE

That's not what I mean.

Torture room - general-purpose

EVA
I'm trying to dig up as much as I can on that cell. Just sit tight.

Torture room - general-purpose (2)

EVA
Snake, there's got to be a way out of there. Don't give up!

Breaking out - you won't be killed

EVA
Snake, I've got some good news.

SNAKE
What is it?

EVA
Volgin isn't planning to kill you, at least not for the time being.

SNAKE
Why?

EVA
I think he wants to make you suffer some more.

SNAKE
a little sarcastically That's a relief.

EVA
Yeah. This means you'll have more of an opportunity to escape...

SNAKE
I was being sarcastic.

EVA
Anyway, Volgin has given orders that you're to be kept alive.

SNAKE
So the guard will bring me food and medical supplies, huh?

EVA
Exactly. If anything happens to you, he'll be executed by Volgin.

EVA
realizing Snake might be able to use this to trick the guard ... Hmm. This could be useful.

Breaking out - door

(1)

EVA

Snake, the door to that cell is the kind that opens in response to a specific radio frequency.

(2)

SNAKE

A specific radio frequency?

EVA

Right. You should be able to open it by using your radio to send a signal on the "key" frequency.

SNAKE

Sounds good. Do you know the frequency?

EVA

I'll try and find out. Give me a minute.

Breaking out - door follow-up

SNAKE

EVA, did you find out the frequency I need to open the door?

EVA

Sorry, Snake. I tried everything I could, but the security is just too tight...

SNAKE

Great...

Breaking out - ultimate resolution

EVA

Snake, I found out the frequency that opens the door! It's 144.75. Stand in front of the door and SEND a message on frequency 144.75!

Breaking out - the guard

(1)

EVA

Snake, I found some info on the guard.

(2)

EVA

That guard is notorious for being hungry all the time.

EVA

He's even been caught and flogged for sneaking into the mess hall at night and eating scraps.

(3)

EVA

Maybe you could win him over by sharing your food.

(4)

EVA

Oh, and I heard that he's particularly sympathetic to American prisoners for some reason.

(5)

SNAKE

Why?

EVA

Not really sure.

(6)

*After hearing that the guard, Johnny, has an American wife and that his son is in America

SNAKE

Can't blame the guy.

EVA

?

SNAKE

Nothing. Don't worry about it.

Breaking out - throw up

(1)

EVA

That guard is under orders from Volgin to keep you alive.

EVA

If anything happens to you, Volgin will have him executed. So he'll be keeping a close eye on your condition.

EVA

If you pretend to be sick or something, I'll bet he'd come rushing over to your side.

(2)

SNAKE

Pretending to be sick?

EVA

Yeah. There's lots of ways. Think about it.

(3)
*After an interval

EVA
For instance, if the guard sees you throwing up, I bet he'll open the door and come to see what's wrong.

Breaking out - the guard will attack

EVA
Snake, the door is open! Take out the guard and get out of there!

Breaking out - the door is open

EVA
Snake, the door is open. Hurry and get out of there!

•Para-Medic

Prior to Breaking Out of Cell

Blind in one eye

(1)

PARA-MEDIC
Snake, your right eye...

SNAKE
Umm...

PARA-MEDIC
The cornea and the lens are severely damaged, and the eyeball is ruptured. So...

SNAKE
So I can't heal it even in the Survival Viewer.

PARA-MEDIC
I'm afraid not...

PARA-MEDIC
I'm sorry, Snake. I wish there was something I could do...

SNAKE
Don't worry about it. I can still fight.

PARA-MEDIC
(I figured you'd say that.) I don't doubt you. But don't do anything crazy, OK?

(2)

PARA-MEDIC

From here on, it's going to be difficult to see out of your right eye. Attacking in First Person View will feel a little different from before. Be careful.

Breaking out - food

(1)

PARA-MEDIC

You need to build up your stamina before trying to escape. Without your stamina, you won't have the strength to punch and kick.

(2)

PARA-MEDIC

Be sure to eat whatever food the guard brings you.

(3)

PARA-MEDIC

Take a look around the cell. You might be able to find some edible plants or animals.

(4)

PARA-MEDIC

In any case, you've got to eat something to restore your stamina. That's an order!

Breaking out - sleep

PARA-MEDIC

Sleep is another good way to replenish your LIFE and stamina.

PARA-MEDIC

Save the game and take a break. When you load the game from your saved data the next time, you'll recover strength based on how long you've rested.

Breaking out - throw up

(1)

After hearing from EVA about how if Snake acts sick, he might be able to trick the guard

SNAKE

Para-Medic.

PARA-MEDIC

Hmm?

SNAKE

How do I make myself throw up?

PARA-MEDIC
Huh?

SNAKE
I need to throw up.

PARA-MEDIC
weirded out Wh-what do you need to throw up?

SNAKE
Anything's fine. I just need to vomit.

PARA-MEDIC
wonders if he's lost his mind What in the...?

SNAKE
EVA said I might be able to get the guard to open the door if I pretend to be sick.

PARA-MEDIC
relieved he hasn't gone insane Ohhh.

SNAKE
What did you think it was?

PARA-MEDIC
deflecting, since she can't bring herself to tell him she'd thought he lost his mind Uh, nothing. Heh heh.

SNAKE
?

(2)

PARA-MEDIC
I think letting the guard see you throw up is a good idea.

PARA-MEDIC
You can eat something poisonous to give yourself food poisoning. That'll make you throw up after a while.

PARA-MEDIC
Or you can use the Survival Viewer to make yourself dizzy.

PARA-MEDIC
In the Survival Viewer, press the Viewer Button to enter Viewer Mode.

PARA-MEDIC
Then use the right analog stick to spin your body around. Do that long enough and you'll start to get dizzy.

PARA-MEDIC
When you're dizzy enough, you'll throw up the moment you exit the Survival Viewer.

PARA-MEDIC
Try it out.

Breaking out – the guard has opened the door

PARA-MEDIC
Snake, now's your chance! Take out the guard and get out of there!

Breaking out – the door is open

PARA-MEDIC
Snake, the door is open. Hurry and get out of there!

•Sigint

Prior to Breaking Out of Cell

Breaking out – door

SIGINT
Snake, the door of the cell is set up to open when it receives a radio signal on a certain frequency.

SIGINT
If you only knew the frequency, you could use your radio to open the door...

•After Nightmare

*If the player saves while in the cell, then loads the game using this data, they will be thrust into an entirely different, very violent game. It will come to an end automatically after about 3 minutes, following which the normal game will resume from inside the cell as though nothing had happened.

This conversation occurs if the player uses the radio after the above has taken place.

Major – after nightmare

ZERO
Snake, what happened?

SNAKE
... Major, what year is this?

ZERO
Beg your pardon?

SNAKE
... Where am I?

ZERO
It's 1964. You're in a cell in Groznyj Grad. What did they do Snake, make you drink an entire keg of vodka?

SNAKE
No...

ZERO
You know, I hear they've got 98-proof vodka in the East. Back in England, we don't call stuff like that "fine spirit."

ZERO
We call it sulfuric acid.

ZERO
Imagine, if you will, your internal organs being slowly eaten away as smoke pours out of your mouth. Really, Snake, you shouldn't be touching that...

SNAKE
"Was it a dream...?"

ZERO
A dream? Well, how nice. And here I thought I sat up all night worrying about you for nothing.

SNAKE
It was almost real... I was holding this sword in my hand...

ZERO
Snake, are you OK? You're not going loony on me, are you?

SNAKE
Not at all. I'll make it back no matter how much of that sulfuric acid they make me drink.

ZERO
Good show! I'm sure you'll find a way out of there.

SNAKE
Yeah. Dream a little dream of your own while you wait for word from me.

EVA - after nightmare

EVA
Snake?

SNAKE
EVA, do they drug the prisoners here with hallucinogens?

EVA
I don't think that's their style. Why?

SNAKE
I had a pretty bad dream.

EVA
stunned A dream?

SNAKE
This monster that I'd never seen before was comin' at me with a knife... And I wasn't me... I was something else.

EVA
That doesn't surprise me. You're in a mild state of shock from all the pain and exhaustion you're going through.

SNAKE
Ah...

EVA
Maybe one day, you'll learn to stop hiding yourself.

SNAKE
What do you mean?

EVA
I know how you feel, Snake. I'm a spy, too. You don't realize it, but the fake you is eating away at the real you.

EVA
The person you're pretending to be is becoming the person you are.

EVA
And the real you is screaming out from somewhere deep inside.

EVA
That's what you saw in your dream.

SNAKE
... Maybe so.

EVA
I'd sing you a lullaby or something, but... unfortunately, I don't know any. (She sounds disappointed in herself.)

EVA
So pick your favorite song, and I'll sing it for you in your head.

SNAKE
Any song?

EVA
And you can have as many encores as you want.

SNAKE
Sounds fun.

EVA
It's a deal, then. I'm sure you'll find a way to escape. Good luck.

SNAKE
Thanks.

Para-Medic - after nightmare

PARA-MEDIC
Snake, what happened?

SNAKE
... What do you think?

PARA-MEDIC
Are you not feeling well?

SNAKE

... No, I'm feeling fine. I had the most amazing dream thanks to you.

PARA-MEDIC

Ah! You didn't really dream about Drac...

SNAKE

DON'T say it! The last thing I need is a double feature.

SNAKE

It was surreal. I was being attacked by a horde of weird, human-like monsters. What's wrong with me...?

PARA-MEDIC

It must be a form of persecution complex. Probably triggered by extreme stress. The external stimulus of the room is...

SNAKE

I've got a different theory. I think it was caused by your pillow talk.

PARA-MEDIC

But I didn't...!

PARA-MEDIC

sighs I'm sorry, Snake. I didn't know you were that sensitive to it. I mean, who'd have thought Drac...

SNAKE

! ("Alert" sound effect)

PARA-MEDIC

... Sorry! That just slipped out, I swear!

SNAKE

...

PARA-MEDIC

Come on, Snake, don't be mad at me!

SNAKE

All right. I forgive you.

PARA-MEDIC

Really?

SNAKE

Yeah.

PARA-MEDIC
Good, I'm glad. Snake, there must be a way out of there. Don't get discouraged - you'll find it.

SNAKE
I intend to.

•Major

Prior to Reaching Sewers

Advice after breaking out

*Incoming call when player breaks out of cell

(1)

ZERO
Did you manage to escape?

SNAKE
Yeah, I'm out.

(2)

ZERO
Be careful. In your present state, you're practically naked. You don't have a single decent weapon, and you'll never survive in a battle.

(3)

ZERO
Take some time and pull yourself together. EVA says she's recovered your equipment, so rendezvous with her as soon as possible to get your gear back.

(4)

ZERO
Use the escape route EVA set up for you. Go down into the sewers through the manhole in the northwest section of Groznyj Grad.

(5)

ZERO
Start out by exiting the holding cells and heading northwest.

(6) *If player is in southeast area

ZERO
The manhole is in the northwest section of the fortress. Head northwest.

(7) *If player is in south area

ZERO

The manhole is in the northwest section of the fortress. Head north.

Sokolov's death

SNAKE

Major, I'm sorry... Sokolov, I couldn't (save him)...

ZERO

Don't say it.

SNAKE

...

ZERO

You weren't able to rescue him. But that doesn't mean your mission has failed yet.

ZERO

EVA said they've completed Phase 2. There's no time left. You must destroy the Shagohod at all costs.

ZERO

... That will be our final tribute to him.

SNAKE

Right.

After breaking out - watch your stamina

ZERO

Snake, you're really going to feel the cold with no clothes on.

PARA-MEDIC

The Major's right. You'll burn stamina a lot faster when you're naked. Be sure to eat regularly.

You can't blend in while naked

ZERO

Snake, now that all your clothing has been taken from you, you won't be able to camouflage yourself.

ZERO

Remember the basics of a sneaking mission. Stay out of the enemy's line of sight and proceed from one hiding spot to the next. Use caution.

While escaping - do not engage in combat

(1)

ZERO

Snake, have you found any weapons?

(2)

*If player doesn't have ammo

SNAKE

No...

ZERO

That's too bad...

(3)

*If player has SAA ammo

SNAKE

I've only got a few Single Action Army rounds.

ZERO

Those aren't going to do you much good.

(4)

*Other

SNAKE

I've got a fork.

ZERO

You call that a weapon...?

(5)

ZERO

Without a decent weapon, attacking the enemy head on is suicide.

ZERO

Until you get your gear back, your main focus should be staying out of sight.

ZERO

If by chance the enemy does see you, don't try to fight. Just run away. Got it?

You can't perform CQC while naked

ZERO
Snake, now that you've lost even your CQC knife, you won't be able to use CQC. You won't be able to grab or throw enemies, either.

ZERO
You can still throw punches by pressing the CQC Button and launch combos by pressing it several times in a row. That'll have to do for now.

After discovering transmitter

(1)

ZERO
Snake, you say you've discovered a transmitter?

SNAKE
Yeah. It was buried in a wound. I think Ocelot did it.

(2) *Before breaking out

SNAKE
He must be expecting me to get out of here...

ZERO
Then you mustn't disappoint him.

SNAKE
All right.

(3) *After breaking out

SNAKE
He must have been expecting me to escape from that cell...

ZERO
And you didn't disappoint him.

SNAKE
Of course not...

•EVA

Prior to Reaching Sewers

After breaking out - manhole location

(1)

EVA
Without weapons or equipment, you're not going to be able to continue your mission.

EVA
I've got all of your belongings with me. Let's meet up outside the fortress.

(2)

EVA
There's an open manhole in the northwestern section of the fortress. You can use it to get down into the sewers and make your way out of Groznyj Grad.

EVA
To get to the manhole, go under the passageway leading to the west wing and head north.

(3)

EVA
It won't be long before Volgin and his men notice you're gone. Get to the manhole before they find you.

Confiscated equipment

*If player had obtained a specific magazine before torture event

SNAKE
EVA, you didn't... lose any of my equipment, did you?

EVA
Why, don't you trust me?

SNAKE
It's not that. It's just...

EVA
Don't fret. I haven't thrown anything away. Not even that fine piece of literature (the magazine)...

SNAKE
!!

EVA
Honestly, in the middle of a mission...

SNAKE
I... That's...

EVA
I know. Geez. All you had to do was tell me and I would have helped you out.

SNAKE
thinking she meant something naughty What!?

EVA
Distracting the enemy...

SNAKE
Oh...

•Para-Medic

Prior to Reaching Sewers

After breaking out - watch your stamina while naked

(1)

PARA-MEDIC
Snake, do you have any clothes?

SNAKE
Not yet.

PARA-MEDIC
So you're still naked?

SNAKE
Yeah.

(2)

PARA-MEDIC
When you don't have any clothes on, your body loses heat quickly. That makes you burn stamina a lot faster. Make sure you keep eating.

(3)
Hint that player can reduce stamina consumption by using the cardboard box

PARA-MEDIC
It doesn't need to be clothes. Anything you have that can cover you up should help you conserve stamina...

After breaking out - run

PARA-MEDIC
Snake, without any decent weapons, you'll just get yourself injured in a fight.

PARA-MEDIC
You don't have enough medical items, either. Forget about fighting and just run. Okay?

•Major

Prior to Reaching Sewers Exit

Sewers - after call from EVA

(1)

SNAKE
Major, EVA's escape route is...

ZERO
I heard.

(2)

ZERO
For now, you've got no choice but to do as EVA says and head north. Enemy search parties are already headed your way. Don't just stand there. Run!

You can't return from sewers

*Incoming call if player tries to climb back up ladder

ZERO
Snake, EVA said the sewers have been sealed off. If you go up the ladder, I'm afraid all you'd find is the enemy waiting for you.

ZERO
Do as EVA says and run to the north! The enemy is bound to have sent a search party after you. Hurry!

Sewers - dogs

ZERO
The enemy appears to have released attack dogs into the sewers. Without any decent weapons, it's too dangerous to take those dogs on.

ZERO
Stay away from the dogs and keep heading north. That's an order!

Sewers - after the enemy shows up

(1)

ZERO

Snake, the enemy has sent attack dogs after
you.

(2)
*If player doesn't have a weapon

ZERO

Without weapons, you won't be able to put up
a fight.

(3)

ZERO

Don't even think about fighting - just run!
Go north!

Sewers - door that won't open

(1)

SNAKE

Major, I found a door.

ZERO

That's the escape route EVA was talking
about. Can you get it open?

(2)
*If player already tried to open door

SNAKE

... No.

ZERO

Then it's been sealed off after all.

-->(5)

(3)
*If player hasn't yet tried to open door

SNAKE

I'll try.

-->(4), after exiting radio screen once

(4)

SNAKE

Major, it looks like the door won't open.

ZERO

I see...

(5)

ZERO
Snake, forget about getting through the door. Do as EVA says and head north.

•EVA

Prior to Reaching Sewers Exit

After sewers call – head north

EVA
Snake, forgive me. The escape route I set up has been cut off.

EVA
They've already sent units out to hunt you down. And they've got attack dogs with them...

EVA
There's a way out of the sewers to the north. Head north as fast as you can!

Sewers – escape hint

EVA
There's no way to get past the iron grates blocking the passageways.

EVA
But there are a lot of side ducts connecting the passageways together. Crawl through those ducts to get around the grates.

Sewers – watch out for dogs

EVA
Snake, watch out. The search party has released attack dogs into the sewers.

EVA
Without any decent weapons, it's too dangerous to take those dogs on in a fight.

EVA
Don't even think about fighting the attack dogs. Your only concern right now is to get away. Head north!

•Para-Medic

Prior to Reaching Sewers Exit

Sewers - dogs

(1)

PARA-MEDIC
The enemy has sent out attack dogs after you. You won't stand a chance against them in your present state. Just keep running north!

(2)

PARA-MEDIC
You might be able to distract the attack dogs by throwing food at them. Give it a shot!

•The Sorrow Battle

Near-death experience hint

*Heard first time player selects Continue

ZERO
Snake, wake up! Open your eyes!!

Near-death experience obvious hint

*Heard third time player selects Continue

ZERO
Snake! Wake up! The revival pill! Use the revival pill on the Game Over screen!!

•Major

Prior to Rendezvous with EVA Behind Waterfall

After near-death experience

ZERO
Snake.

SNAKE
... (His mind's wandering.)

ZERO
Snake!

SNAKE
Wh-what... oh, Major... What do you want?

ZERO
What happened? You've been acting strangely ever since you were washed down the river.

SNAKE
I'm fine.

ZERO
I disagree.

SNAKE
Really?

ZERO
Yes.

SNAKE
...

ZERO
Did something happen to you in that river?

SNAKE
No...

ZERO
Don't lie, Snake. I'm trying to help you.

SNAKE
... All right. But you might not believe me when I tell you.

ZERO
I'll believe it. I trust you.

SNAKE
Ok, then. When I was in that river...

ZERO
Yes?

SNAKE
I saw... the other side.

ZERO
The other side?

SNAKE
Yeah.

ZERO
weirded out ... And by the other side, you mean...?

SNAKE
Well, the world of the dead... I guess.

ZERO
totally weirded out ...

SNAKE
And The Sorrow was there. He was sad... no, more than that. He said I was part of his sorrow...

ZERO
I... see... Um, Snake, would you excuse me for a moment?

SNAKE
Huh? Sure...

ZERO
<away from radio> Para-Medic, what in the hell is wrong with Snake?

PARA-MEDIC
<away from radio> Beats me... Maybe he got a nasty bump on the head.

ZERO
<away from radio> ... You really think that's all?

PARA-MEDIC
<away from radio> What are you implying?

SNAKE
Major?

ZERO
<away from radio, not hearing Snake> I mean, he's always been a little bit... different... I thought maybe...

PARA-MEDIC
<away from radio> Good point... I was just thinking that myself.

SNAKE
MAJOR!

ZERO
Wh--what is it, Snake?

SNAKE
I can hear you.

ZERO
!! W... well, in any case, I'm glad you're all right.

PARA-MEDIC
Y... yeah. Me, too. It's good to see you're back to ah... normal...

SNAKE
...

Head for the back of the waterfall

ZERO
The waterfall where EVA said she'd meet you is up ahead to the north. Head that direction.

If player still hasn't removed transmitter after near-death experience

(1)

ZERO
Snake, are you being pursued by the enemy?

SNAKE
Yeah. It's the Ocelot unit.

ZERO
Even taking into account the time you were unconscious, it's still too early for them to have caught up to you.

ZERO
It's almost as if they know exactly where you are...

(2)

ZERO
In any case, you can't launch a counterattack until you meet EVA and get your gear back. Just shake them off and head behind the waterfall!

•EVA

Prior to Rendezvous with EVA Behind Waterfall

After near-death experience - head behind the waterfall

(1)

EVA
That area is known as Tikhogornyj. It means "the tranquil mountain ridge" in Russian.

EVA
Like the name says, it's the most beautiful riverbank in the region of Groznyj Grad.

(2)

EVA
If you go upstream, you'll come to a waterfall. I'll meet you in the cave behind that waterfall. Make your way up the river.

After near-death experience - transmitter still embedded

(1)

EVA
Snake, are you being pursued by the enemy?

SNAKE
Yeah. It's the Ocelots again.

EVA
They shouldn't have been able to catch up with you this fast. It's almost as if they know your exact position...

(2)

EVA
Anyway, hurry to the waterfall. Once we meet up, we can do something about those enemies on your tail. Keep heading up the river!

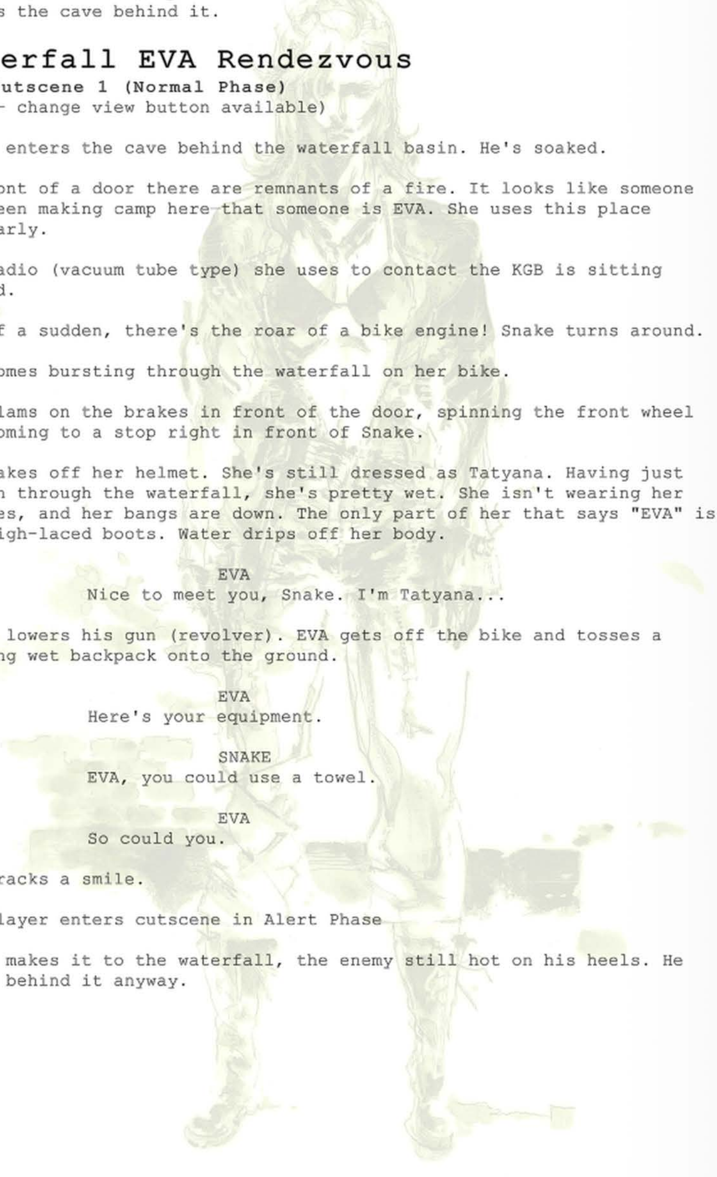
2.52

SECTION 6

Rendezvous with EVA Behind Waterfall

– End of Colonel Volgin Battle

滝裏ＥＶＡ合流～ヴォルギン大佐戦終了



Snake heads upriver to link up with EVA.

*If player enters cutscene in Normal Phase

Snake shakes off his pursuers and makes it to the waterfall. He then enters the cave behind it.

Waterfall EVA Rendezvous

3D Cutscene 1 (Normal Phase)
(day - change view button available)

Snake enters the cave behind the waterfall basin. He's soaked.

In front of a door there are remnants of a fire. It looks like someone has been making camp here that someone is EVA. She uses this place regularly.

The radio (vacuum tube type) she uses to contact the KGB is sitting around.

All of a sudden, there's the roar of a bike engine! Snake turns around.

EVA comes bursting through the waterfall on her bike.

She slams on the brakes in front of the door, spinning the front wheel and coming to a stop right in front of Snake.

EVA takes off her helmet. She's still dressed as Tatyana. Having just driven through the waterfall, she's pretty wet. She isn't wearing her glasses, and her bangs are down. The only part of her that says "EVA" is her high-laced boots. Water drips off her body.

EVA
Nice to meet you, Snake. I'm Tatyana...

Snake lowers his gun (revolver). EVA gets off the bike and tosses a soaking wet backpack onto the ground.

EVA
Here's your equipment.

SNAKE
EVA, you could use a towel.

EVA
So could you.

EVA cracks a smile.

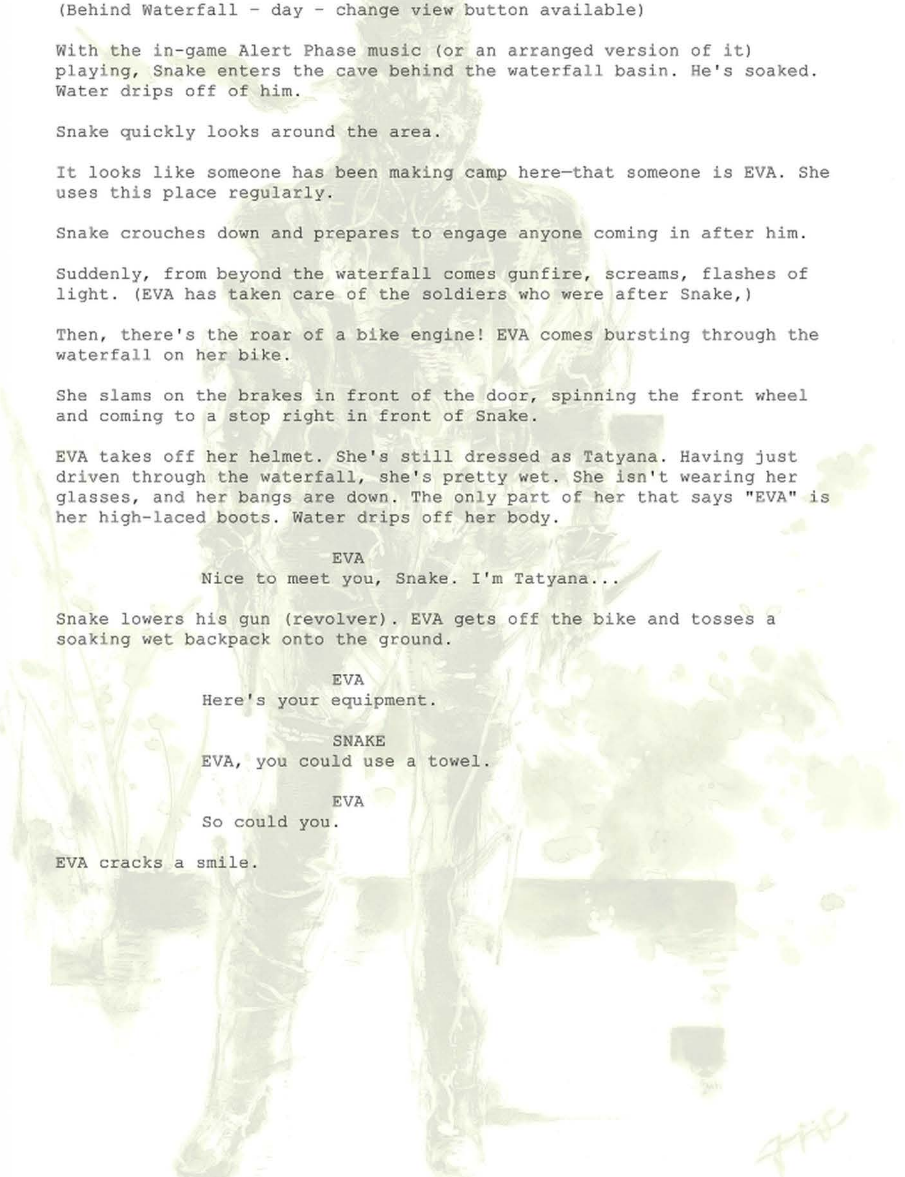
*If player enters cutscene in Alert Phase

Snake makes it to the waterfall, the enemy still hot on his heels. He jumps behind it anyway.

Waterfall EVA Rendezvous

3D Cutscene 2 (Alert Phase)

(Behind Waterfall - day - change view button available)



With the in-game Alert Phase music (or an arranged version of it) playing, Snake enters the cave behind the waterfall basin. He's soaked. Water drips off of him.

Snake quickly looks around the area.

It looks like someone has been making camp here—that someone is EVA. She uses this place regularly.

Snake crouches down and prepares to engage anyone coming in after him.

Suddenly, from beyond the waterfall comes gunfire, screams, flashes of light. (EVA has taken care of the soldiers who were after Snake,)

Then, there's the roar of a bike engine! EVA comes bursting through the waterfall on her bike.

She slams on the brakes in front of the door, spinning the front wheel and coming to a stop right in front of Snake.

EVA takes off her helmet. She's still dressed as Tatyana. Having just driven through the waterfall, she's pretty wet. She isn't wearing her glasses, and her bangs are down. The only part of her that says "EVA" is her high-laced boots. Water drips off her body.

EVA

Nice to meet you, Snake. I'm Tatyana...

Snake lowers his gun (revolver). EVA gets off the bike and tosses a soaking wet backpack onto the ground.

EVA

Here's your equipment.

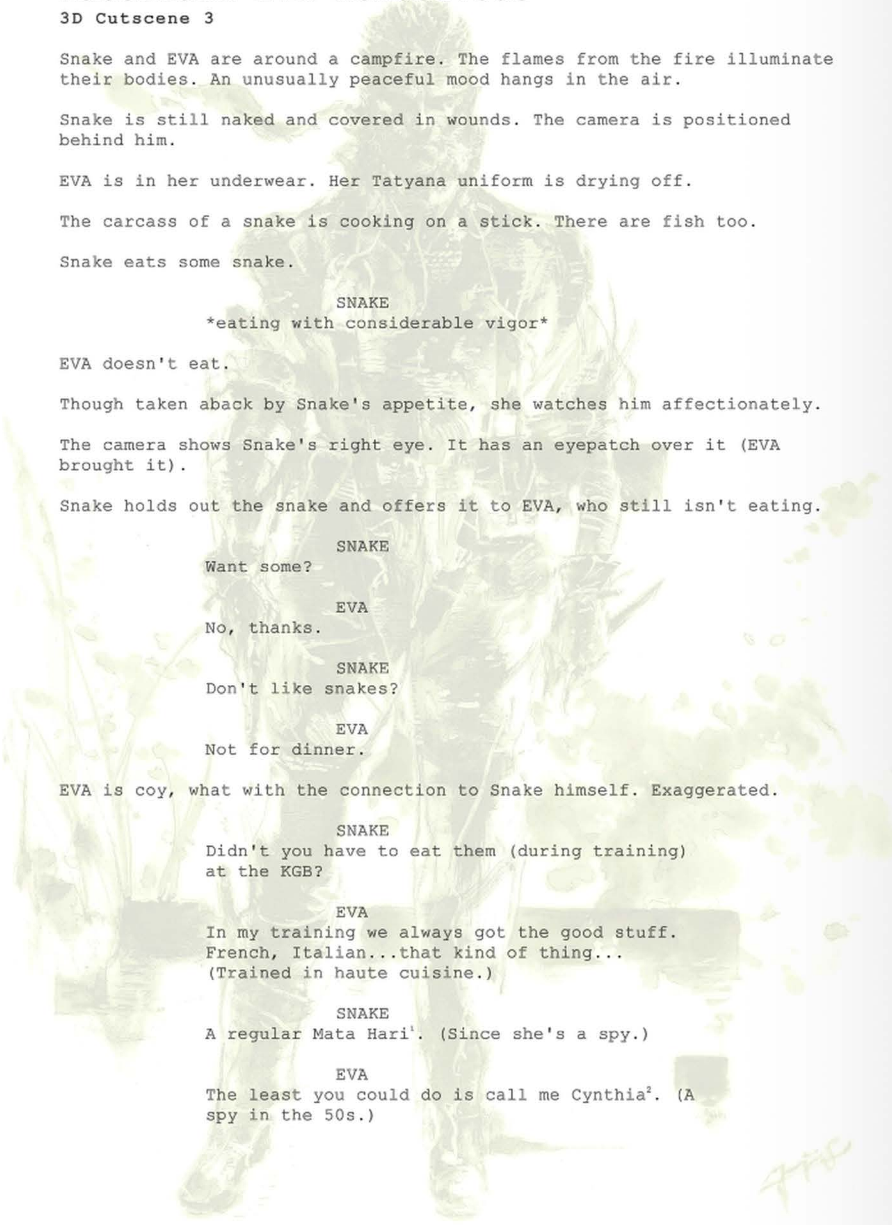
SNAKE

EVA, you could use a towel.

EVA

So could you.

EVA cracks a smile.



Waterfall EVA Rendezvous

3D Cutscene 3

Snake and EVA are around a campfire. The flames from the fire illuminate their bodies. An unusually peaceful mood hangs in the air.

Snake is still naked and covered in wounds. The camera is positioned behind him.

EVA is in her underwear. Her Tatyana uniform is drying off.

The carcass of a snake is cooking on a stick. There are fish too.

Snake eats some snake.

SNAKE
eating with considerable vigor

EVA doesn't eat.

Though taken aback by Snake's appetite, she watches him affectionately.

The camera shows Snake's right eye. It has an eyepatch over it (EVA brought it).

Snake holds out the snake and offers it to EVA, who still isn't eating.

SNAKE
Want some?

EVA
No, thanks.

SNAKE
Don't like snakes?

EVA
Not for dinner.

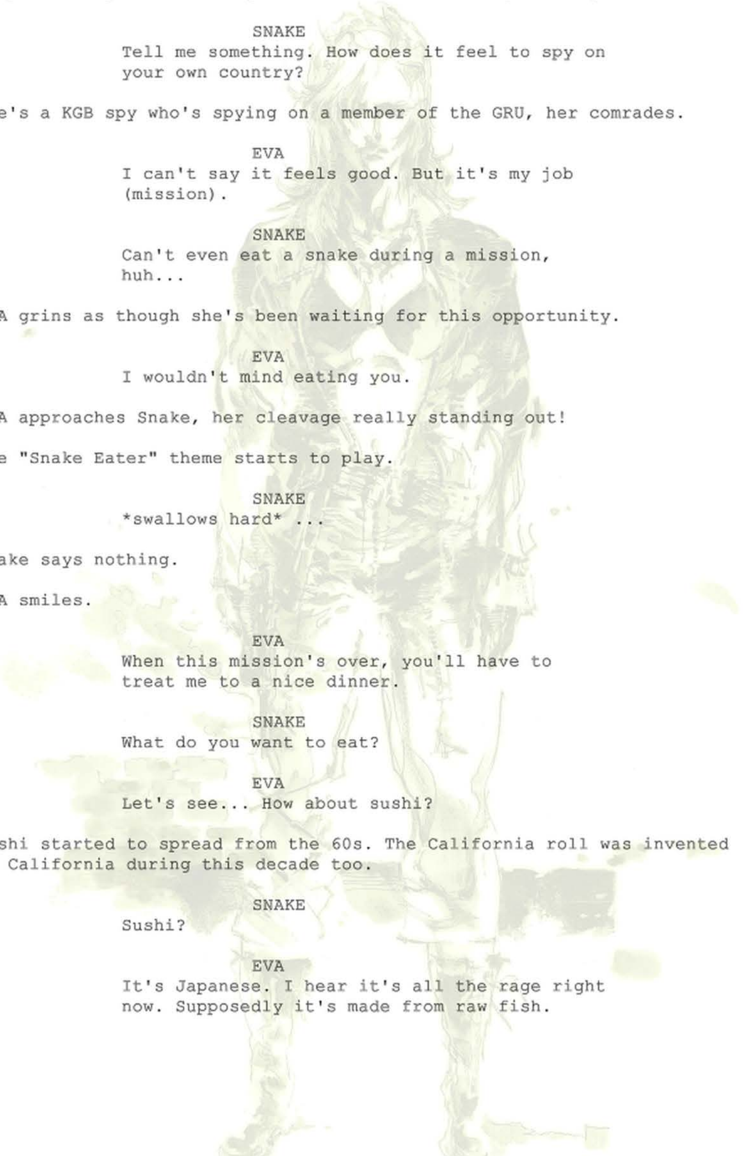
EVA is coy, what with the connection to Snake himself. Exaggerated.

SNAKE
Didn't you have to eat them (during training)
at the KGB?

EVA
In my training we always got the good stuff.
French, Italian...that kind of thing...
(Trained in haute cuisine.)

SNAKE
A regular Mata Hari[1]. (Since she's a spy.)

EVA
The least you could do is call me Cynthia[2]. (A
spy in the 50s.)



Foreshadowing the event where the player has to save EVA at the end of the game. The player will need to use the Survival Viewer to treat her. When doing so, they can look at a list of all the food she has eaten. Despite being in a battleground, she's been eating nothing but the best.

SNAKE
Tell me something. How does it feel to spy on your own country?

She's a KGB spy who's spying on a member of the GRU, her comrades.

EVA
I can't say it feels good. But it's my job (mission).

SNAKE
Can't even eat a snake during a mission, huh...

EVA grins as though she's been waiting for this opportunity.

EVA
I wouldn't mind eating you.

EVA approaches Snake, her cleavage really standing out!

The "Snake Eater" theme starts to play.

SNAKE
swallows hard ...

Snake says nothing.

EVA smiles.

EVA
When this mission's over, you'll have to treat me to a nice dinner.

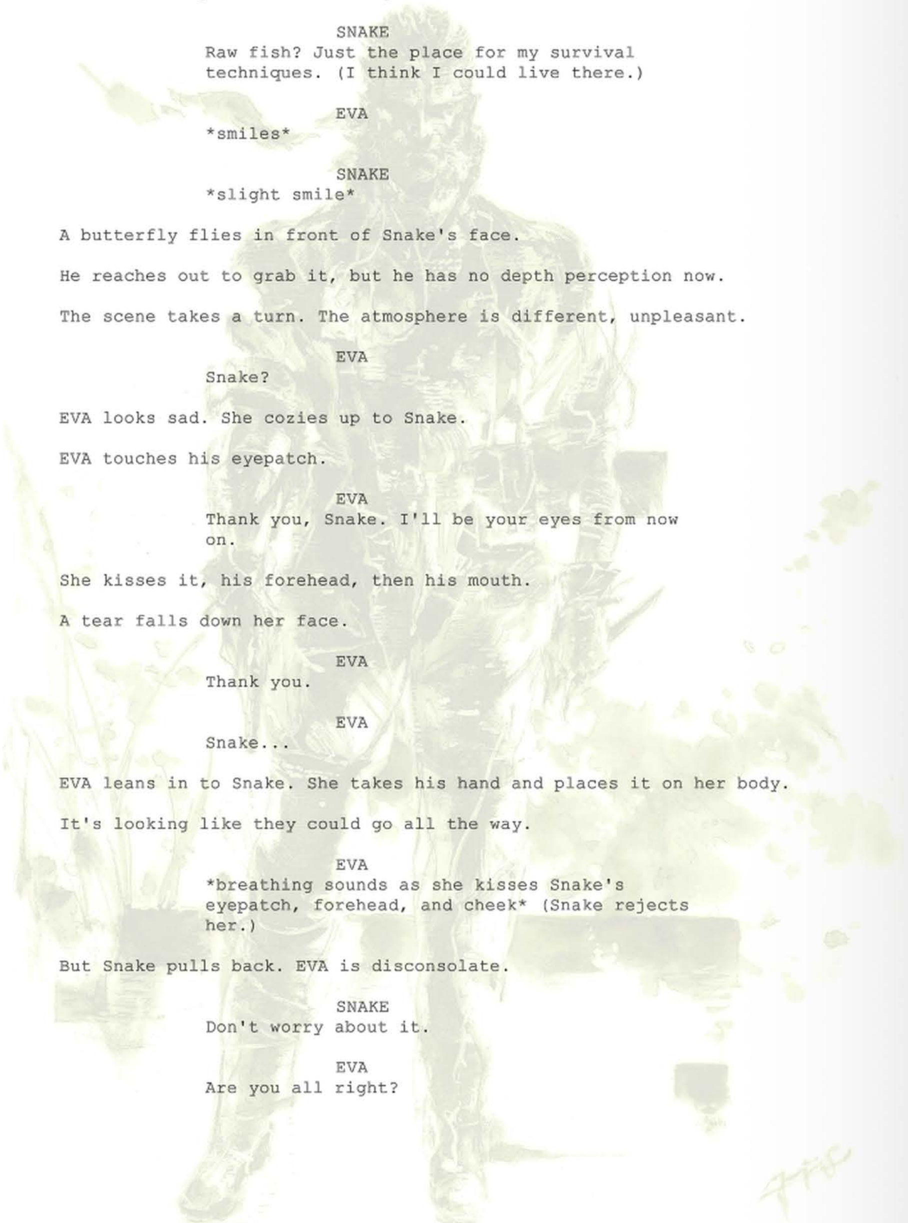
SNAKE
What do you want to eat?

EVA
Let's see... How about sushi?

Sushi started to spread from the 60s. The California roll was invented in California during this decade too.

SNAKE
Sushi?

EVA
It's Japanese. I hear it's all the rage right now. Supposedly it's made from raw fish.



Snake holds up what he's eating.

SNAKE
Raw fish? Just the place for my survival techniques. (I think I could live there.)

EVA
smiles

SNAKE
slight smile

A butterfly flies in front of Snake's face.

He reaches out to grab it, but he has no depth perception now.

The scene takes a turn. The atmosphere is different, unpleasant.

EVA
Snake?

EVA looks sad. She cozies up to Snake.

EVA touches his eyepatch.

EVA
Thank you, Snake. I'll be your eyes from now on.

She kisses it, his forehead, then his mouth.

A tear falls down her face.

EVA
Thank you.

EVA
Snake...

EVA leans in to Snake. She takes his hand and places it on her body.

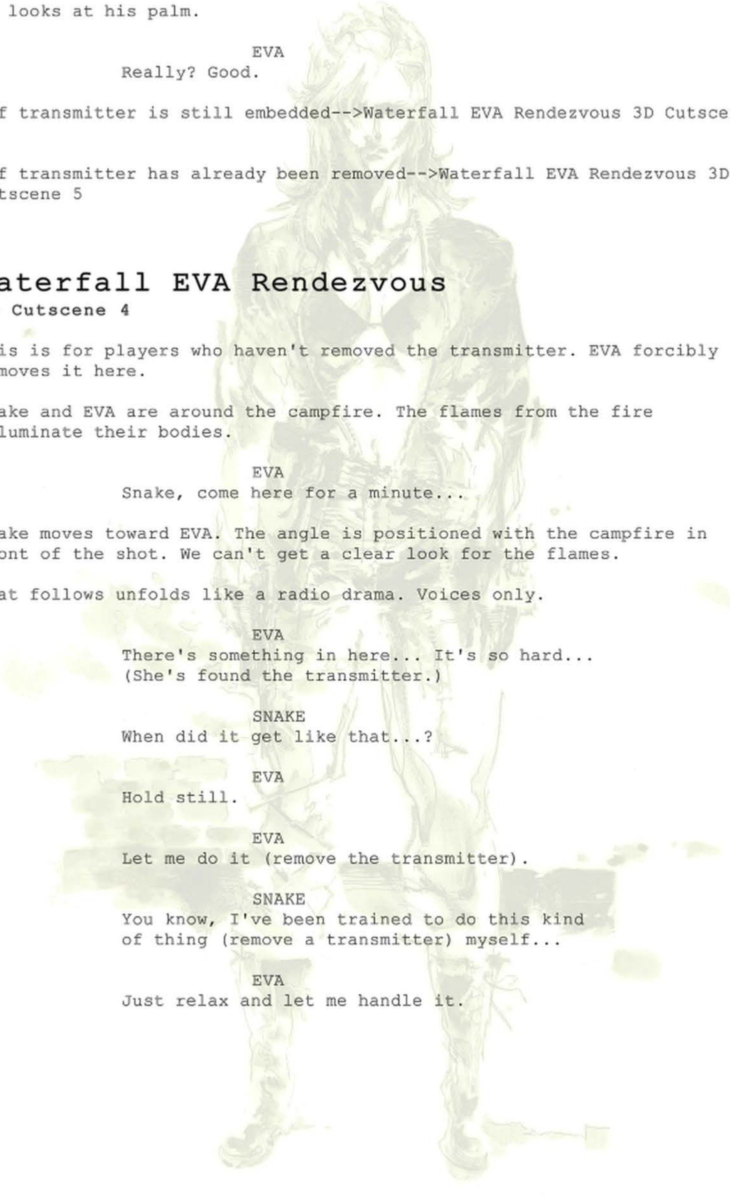
It's looking like they could go all the way.

EVA
breathing sounds as she kisses Snake's eyepatch, forehead, and cheek (Snake rejects her.)

But Snake pulls back. EVA is disconsolate.

SNAKE
Don't worry about it.

EVA
Are you all right?



SNAKE

It's not like I can't see. I've got one good
eye, and can still fire a gun.

He looks at his palm.

EVA

Really? Good.

*If transmitter is still embedded-->Waterfall EVA Rendezvous 3D Cutscene 4

*If transmitter has already been removed-->Waterfall EVA Rendezvous 3D Cutscene 5

Waterfall EVA Rendezvous

3D Cutscene 4

This is for players who haven't removed the transmitter. EVA forcibly removes it here.

Snake and EVA are around the campfire. The flames from the fire illuminate their bodies.

EVA

Snake, come here for a minute...

Snake moves toward EVA. The angle is positioned with the campfire in front of the shot. We can't get a clear look for the flames.

What follows unfolds like a radio drama. Voices only.

EVA

There's something in here... It's so hard...
(She's found the transmitter.)

SNAKE

When did it get like that...?

EVA

Hold still.

EVA

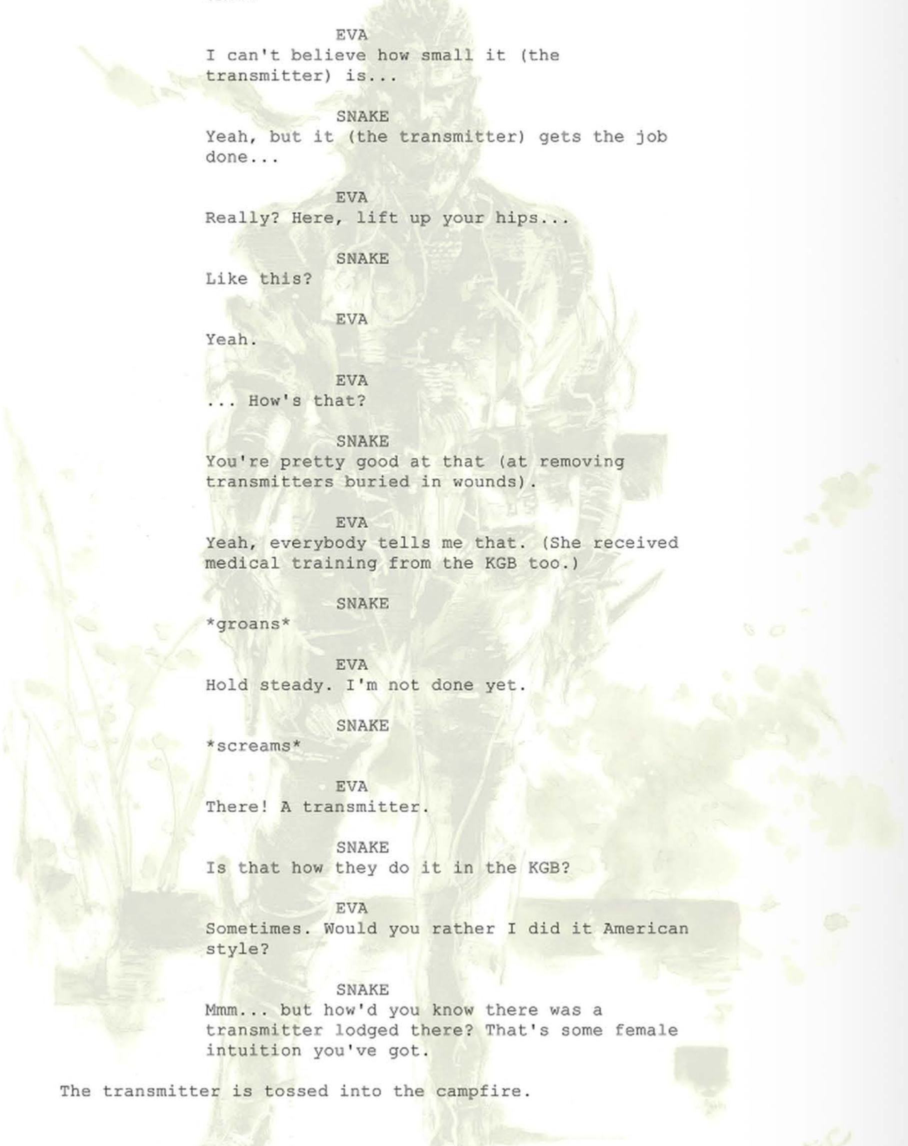
Let me do it (remove the transmitter).

SNAKE

You know, I've been trained to do this kind
of thing (remove a transmitter) myself...

EVA

Just relax and let me handle it.



SNAKE
OK...

EVA
I can't believe how small it (the transmitter) is...

SNAKE
Yeah, but it (the transmitter) gets the job done...

EVA
Really? Here, lift up your hips...

SNAKE
Like this?

EVA
Yeah.

EVA
... How's that?

SNAKE
You're pretty good at that (at removing transmitters buried in wounds).

EVA
Yeah, everybody tells me that. (She received medical training from the KGB too.)

SNAKE
groans

EVA
Hold steady. I'm not done yet.

SNAKE
screams

EVA
There! A transmitter.

SNAKE
Is that how they do it in the KGB?

EVA
Sometimes. Would you rather I did it American style?

SNAKE
Mmm... but how'd you know there was a transmitter lodged there? That's some female intuition you've got.

The transmitter is tossed into the campfire.

Waterfall EVA Rendezvous

3D Cutscene 5

Water is thrown on the fire to extinguish it. Time passes. The branching path for the transmitter removal cutscene rejoins here. They're both dressed and are adjusting and checking their gear.

SNAKE
EVA, didn't you steal some explosives out of the fortress?

Snake gets down to business and talks about the mission.

EVA
C3, a highly potent explosive from the West.

EVA
It can be molded into any shape, like clay.

EVA
With just this much, you could blow up the Shagohod and the lab along with it.

SNAKE
Is that right?

EVA
Yeah, but there's a trick to using it.

SNAKE
Tell me about it.

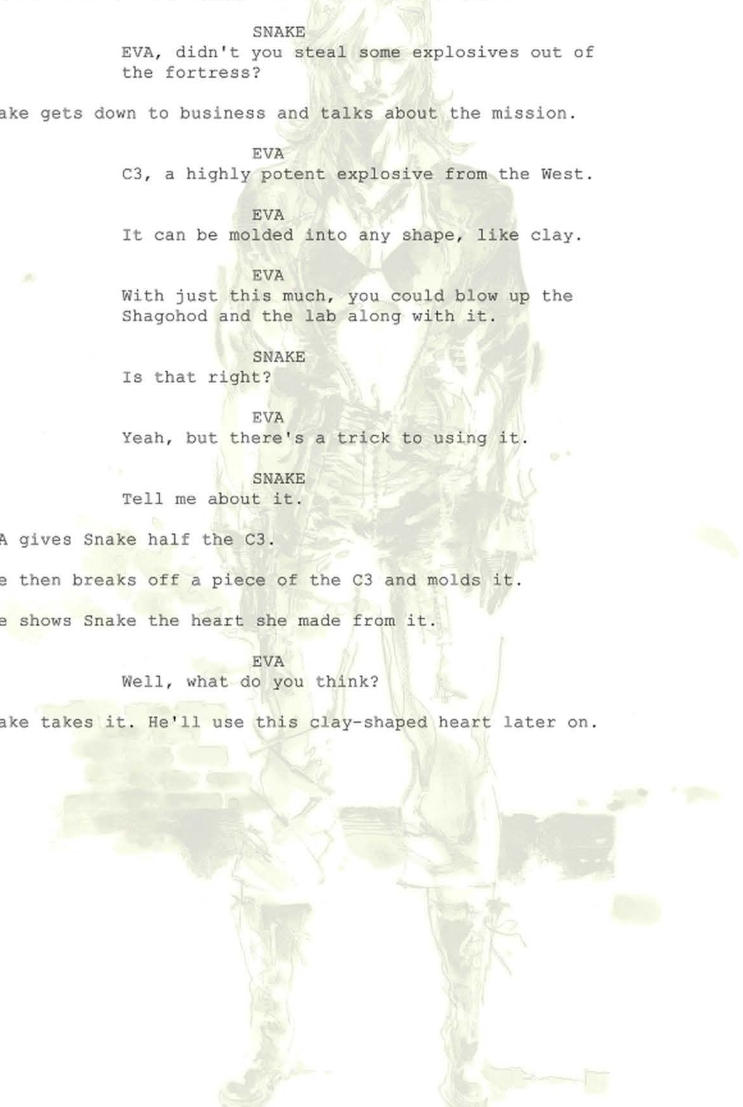
EVA gives Snake half the C3.

She then breaks off a piece of the C3 and molds it.

She shows Snake the heart she made from it.

EVA
Well, what do you think?

Snake takes it. He'll use this clay-shaped heart later on.

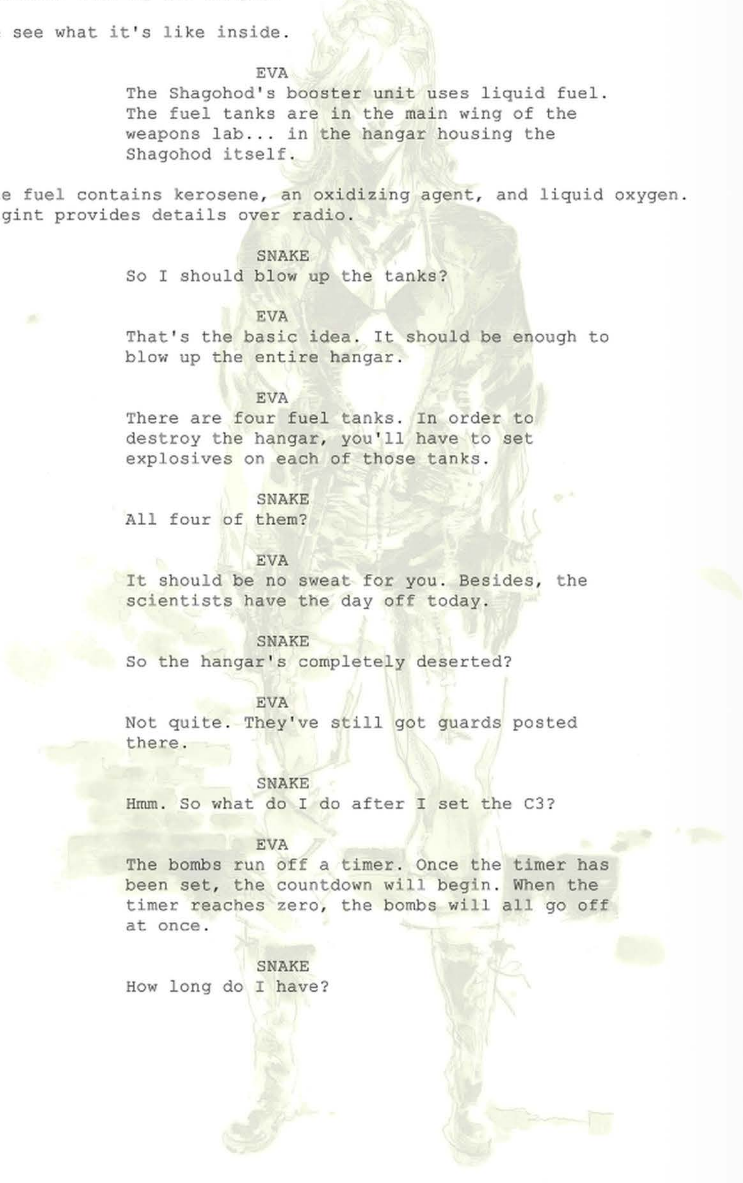


Waterfall EVA Rendezvous

3D Cutscene 6

Cutscene showing the hangar.

We see what it's like inside.



EVA

The Shagohod's booster unit uses liquid fuel. The fuel tanks are in the main wing of the weapons lab... in the hangar housing the Shagohod itself.

The fuel contains kerosene, an oxidizing agent, and liquid oxygen. Sigint provides details over radio.

SNAKE

So I should blow up the tanks?

EVA

That's the basic idea. It should be enough to blow up the entire hangar.

EVA

There are four fuel tanks. In order to destroy the hangar, you'll have to set explosives on each of those tanks.

SNAKE

All four of them?

EVA

It should be no sweat for you. Besides, the scientists have the day off today.

SNAKE

So the hangar's completely deserted?

EVA

Not quite. They've still got guards posted there.

SNAKE

Hmm. So what do I do after I set the C3?

EVA

The bombs run off a timer. Once the timer has been set, the countdown will begin. When the timer reaches zero, the bombs will all go off at once.

SNAKE

How long do I have?

*Varies according to difficulty

EVA
5 minutes

EVA
7 minutes

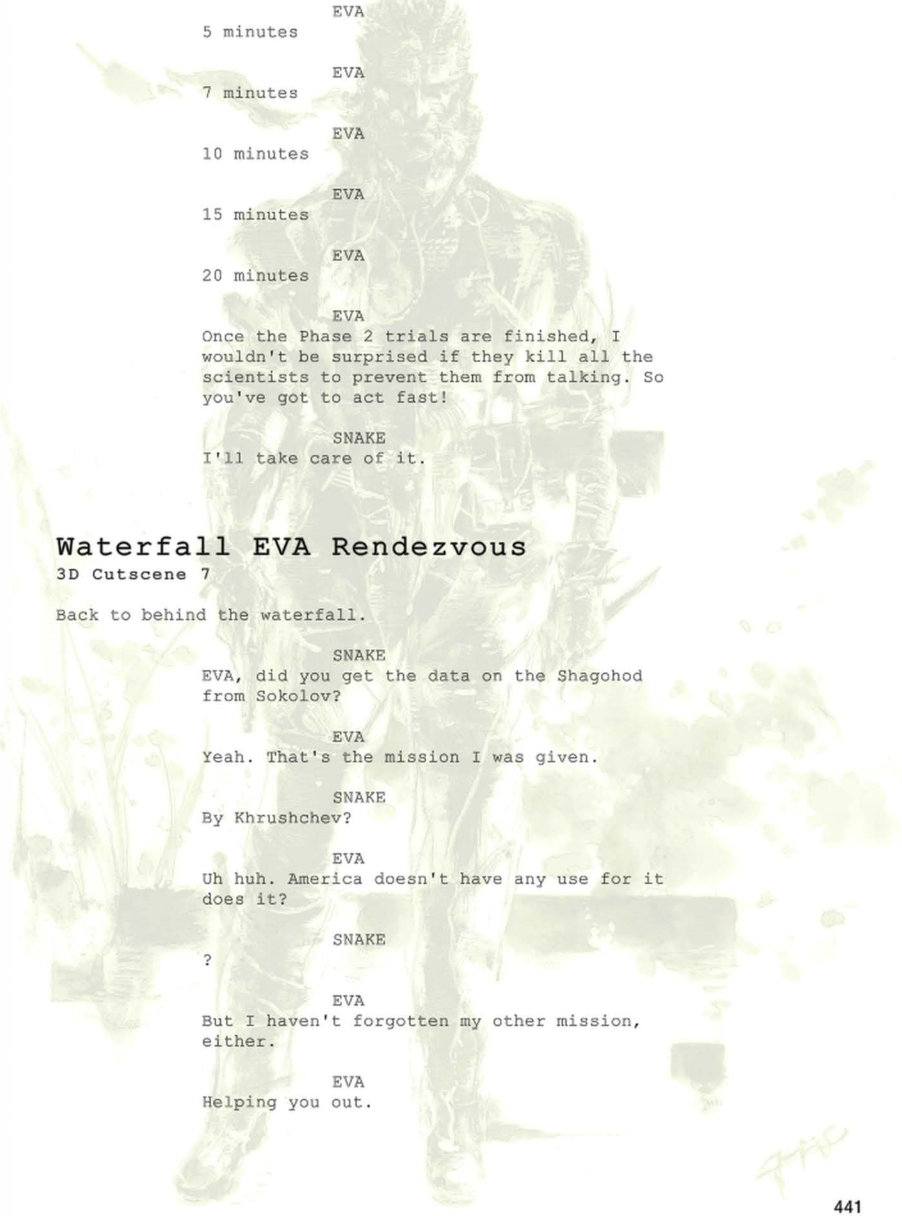
EVA
10 minutes

EVA
15 minutes

EVA
20 minutes

EVA
Once the Phase 2 trials are finished, I wouldn't be surprised if they kill all the scientists to prevent them from talking. So you've got to act fast!

SNAKE
I'll take care of it.



Waterfall EVA Rendezvous

3D Cutscene 7

Back to behind the waterfall.

SNAKE
EVA, did you get the data on the Shagohod from Sokolov?

EVA
Yeah. That's the mission I was given.

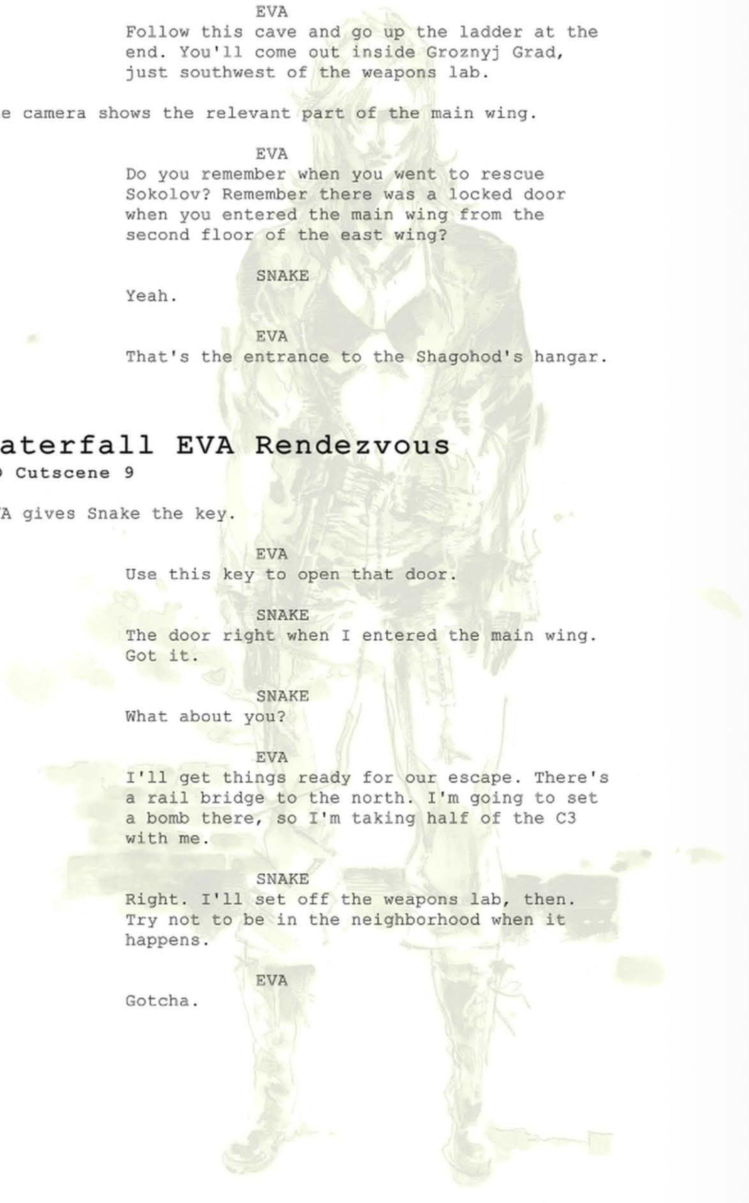
SNAKE
By Khrushchev?

EVA
Uh huh. America doesn't have any use for it does it?

SNAKE
?

EVA
But I haven't forgotten my other mission, either.

EVA
Helping you out.



Waterfall EVA Rendezvous

3D Cutscene 8

EVA

Follow this cave and go up the ladder at the end. You'll come out inside Groznyj Grad, just southwest of the weapons lab.

The camera shows the relevant part of the main wing.

EVA

Do you remember when you went to rescue Sokolov? Remember there was a locked door when you entered the main wing from the second floor of the east wing?

SNAKE

Yeah.

EVA

That's the entrance to the Shagohod's hangar.

Waterfall EVA Rendezvous

3D Cutscene 9

EVA gives Snake the key.

EVA

Use this key to open that door.

SNAKE

The door right when I entered the main wing. Got it.

SNAKE

What about you?

EVA

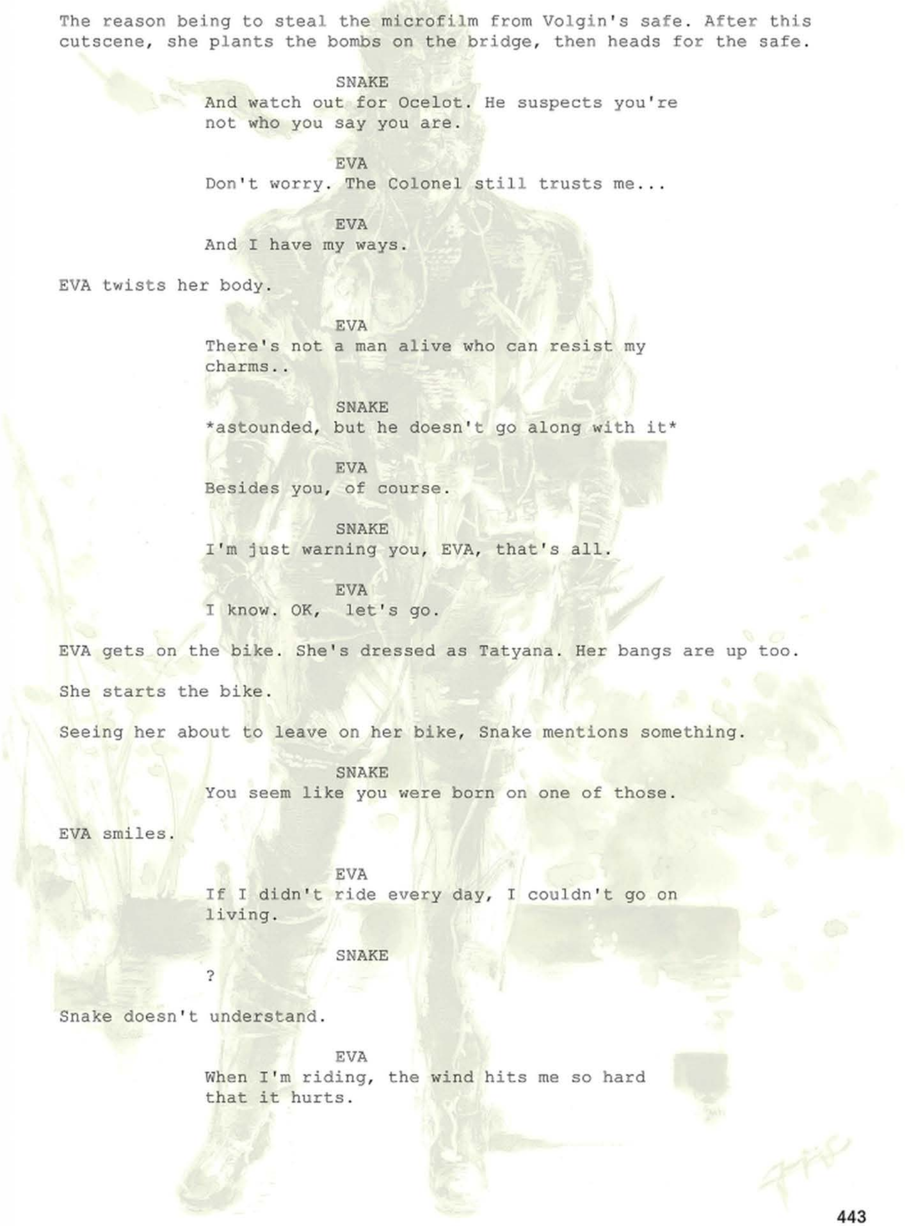
I'll get things ready for our escape. There's a rail bridge to the north. I'm going to set a bomb there, so I'm taking half of the C3 with me.

SNAKE

Right. I'll set off the weapons lab, then. Try not to be in the neighborhood when it happens.

EVA

Gotcha.



Despite saying this, EVA goes to the hangar anyway.

The reason being to steal the microfilm from Volgin's safe. After this cutscene, she plants the bombs on the bridge, then heads for the safe.

SNAKE
And watch out for Ocelot. He suspects you're not who you say you are.

EVA
Don't worry. The Colonel still trusts me...

EVA
And I have my ways.

EVA twists her body.

EVA
There's not a man alive who can resist my charms..

SNAKE
astounded, but he doesn't go along with it

EVA
Besides you, of course.

SNAKE
I'm just warning you, EVA, that's all.

EVA
I know. OK, let's go.

EVA gets on the bike. She's dressed as Tatyana. Her bangs are up too.

She starts the bike.

Seeing her about to leave on her bike, Snake mentions something.

SNAKE
You seem like you were born on one of those.

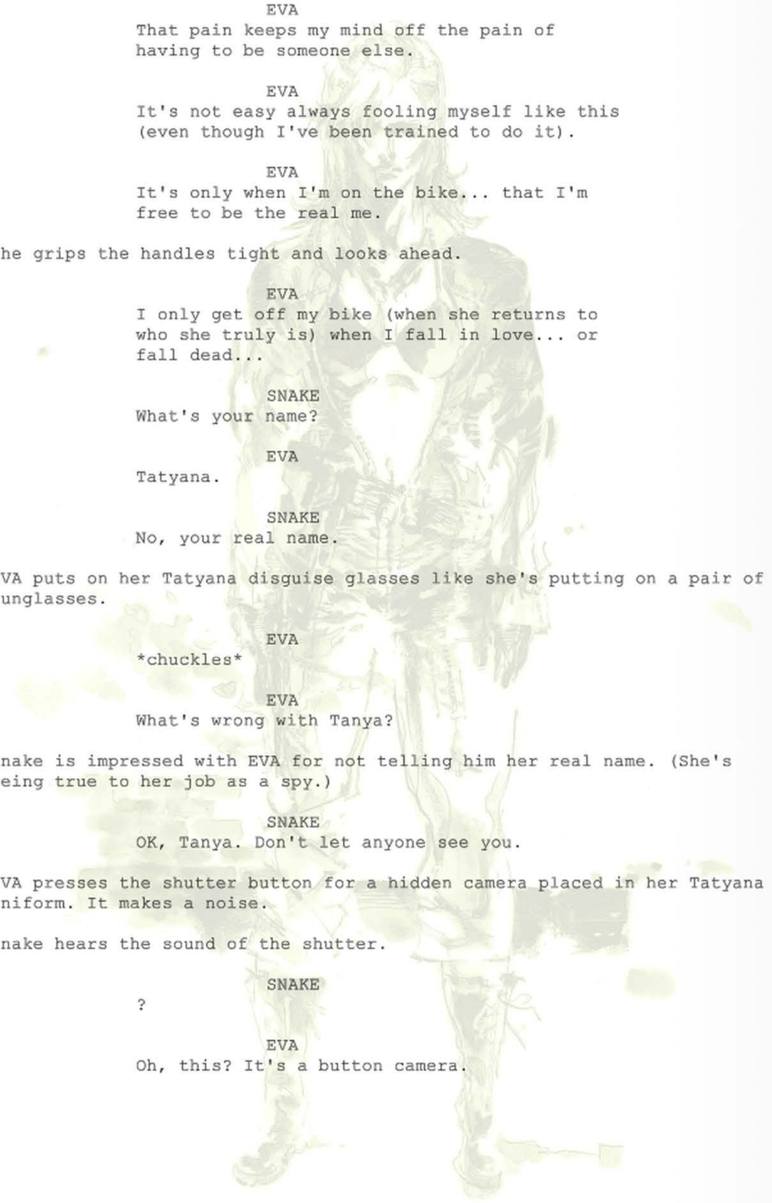
EVA smiles.

EVA
If I didn't ride every day, I couldn't go on living.

SNAKE
?

Snake doesn't understand.

EVA
When I'm riding, the wind hits me so hard that it hurts.



EVA takes her hands off the handles and holds her arms like she's giving herself a hug.

EVA
That pain keeps my mind off the pain of having to be someone else.

EVA
It's not easy always fooling myself like this (even though I've been trained to do it).

EVA
It's only when I'm on the bike... that I'm free to be the real me.

She grips the handles tight and looks ahead.

EVA
I only get off my bike (when she returns to who she truly is) when I fall in love... or fall dead...

SNAKE
What's your name?

EVA
Tatyana.

SNAKE
No, your real name.

EVA puts on her Tatyana disguise glasses like she's putting on a pair of sunglasses.

EVA
chuckles

EVA
What's wrong with Tanya?

Snake is impressed with EVA for not telling him her real name. (She's being true to her job as a spy.)

SNAKE
OK, Tanya. Don't let anyone see you.

EVA presses the shutter button for a hidden camera placed in her Tatyana uniform. It makes a noise.

Snake hears the sound of the shutter.

SNAKE
?

EVA
Oh, this? It's a button camera.

SNAKE
What did you do that for?

EVA
Insurance (photographic evidence). To make sure you don't double cross me...

EVA puts on her helmet.

She turns her bike around toward the waterfall.

SNAKE
Hey (EVA)!

EVA
What!?

She can't hear him for the helmet.

SNAKE
You're gonna get wet again!

EVA gives a little nod, then lets out the throttle.

The bike comes flying through the waterfall!

Having met back up with EVA and recovered his gear, Snake continues through the cave behind the waterfall. At the end of it is a long ladder leading up to the fortress interior. He climbs it.

Fortress Infiltration

3D Cutscene 1

(Ladder - day - change view button unavailable)

Snake climbs the ladder leading back up to the fortress.

He comes to a manhole. He opens the cover, emerging in front of the parked tanks.

This is a different manhole from the one leading from The Fury's underground tunnel.

Snake checks the area before coming out the manhole. He hides behind the nearest tank.

Then, an armored vehicle comes backing in, parking over the manhole he just came out from. Its massive wheel prevents any attempt from opening it back up. The player can't backtrack.

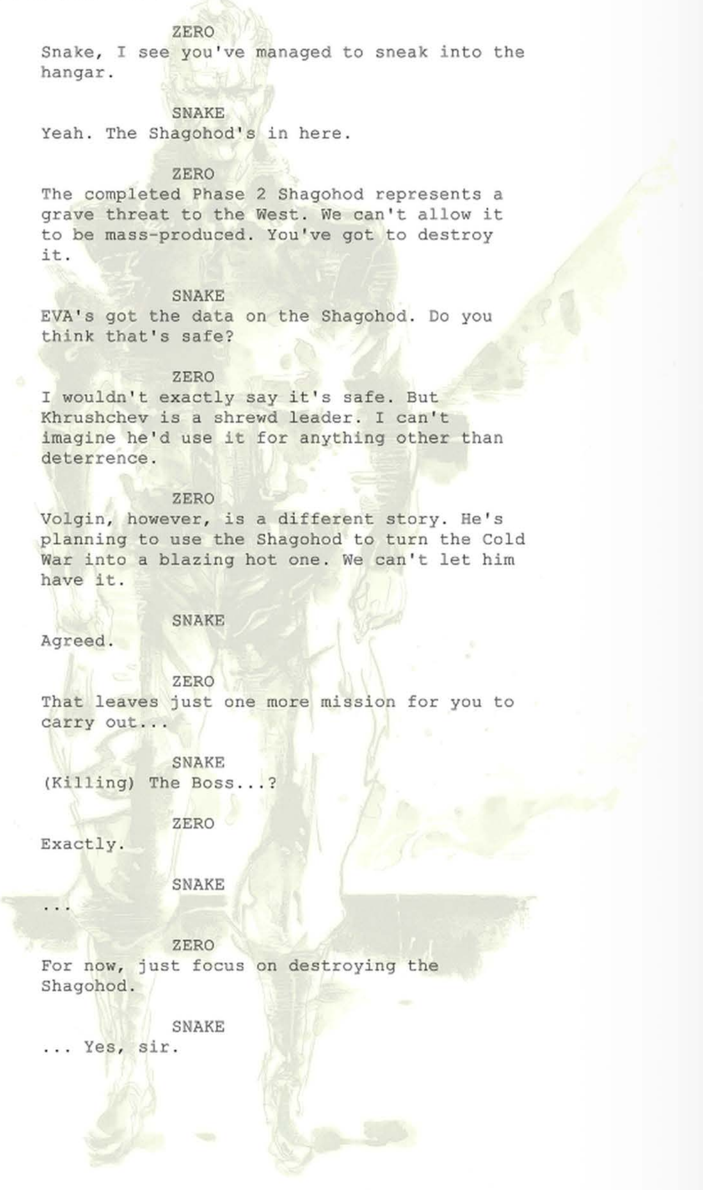
It isn't snowing this time. It was night during the first infiltration, this time it's day. An attractive sequence utilizing daytime visuals.

Snake infiltrates Groznyj Grad once more. He slips past the base's defenses, making it to the weapons lab main wing where the Shagohod is being kept. Major Zero contacts him.

Hangar Infiltration

Radio Call 1

(mandatory incoming call)



ZERO

Snake, I see you've managed to sneak into the hangar.

SNAKE

Yeah. The Shagohod's in here.

ZERO

The completed Phase 2 Shagohod represents a grave threat to the West. We can't allow it to be mass-produced. You've got to destroy it.

SNAKE

EVA's got the data on the Shagohod. Do you think that's safe?

ZERO

I wouldn't exactly say it's safe. But Khrushchev is a shrewd leader. I can't imagine he'd use it for anything other than deterrence.

ZERO

Volgin, however, is a different story. He's planning to use the Shagohod to turn the Cold War into a blazing hot one. We can't let him have it.

SNAKE

Agreed.

ZERO

That leaves just one more mission for you to carry out...

SNAKE

(Killing) The Boss...?

ZERO

Exactly.

SNAKE

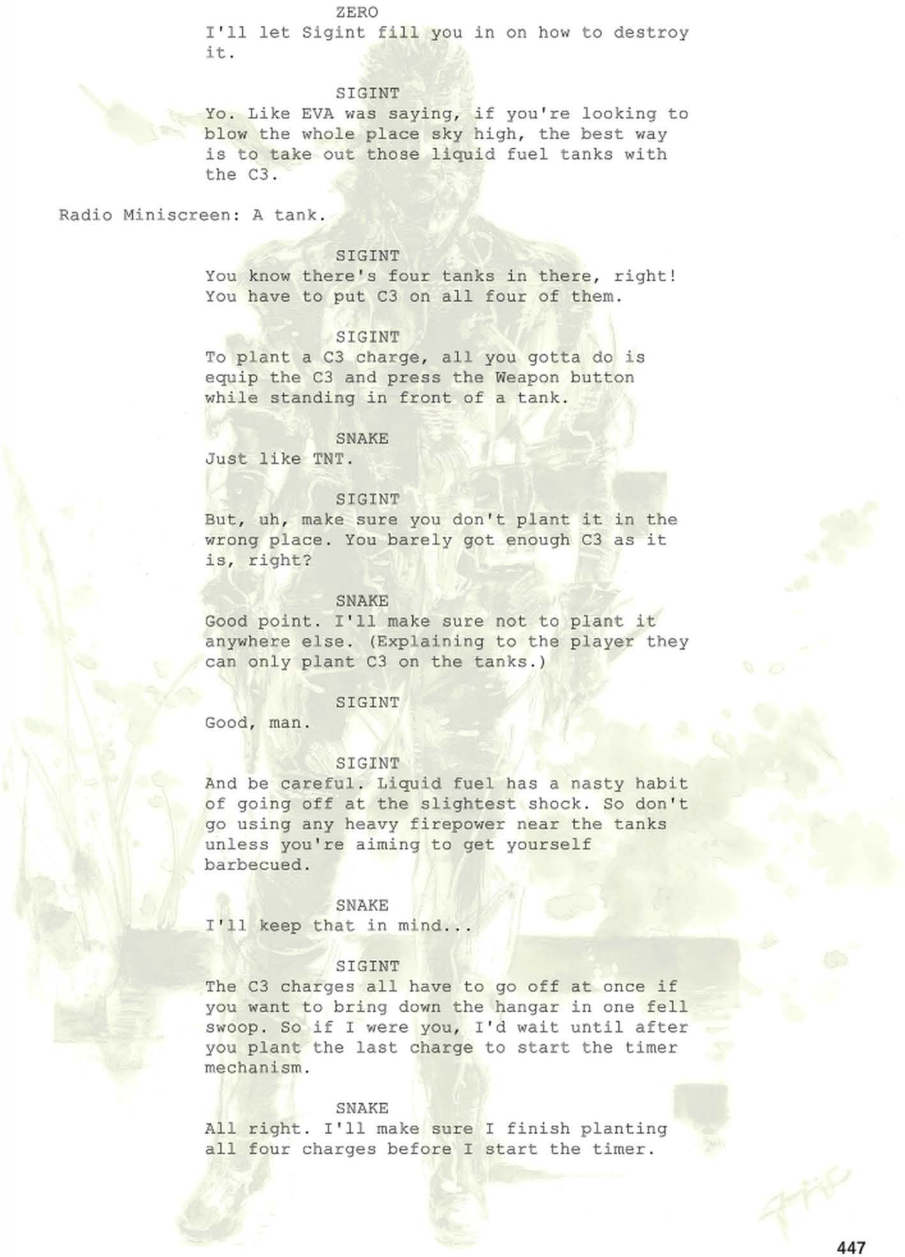
...

ZERO

For now, just focus on destroying the Shagohod.

SNAKE

... Yes, sir.



ZERO
I'll let Sigint fill you in on how to destroy it.

SIGINT
Yo. Like EVA was saying, if you're looking to blow the whole place sky high, the best way is to take out those liquid fuel tanks with the C3.

Radio Miniscreen: A tank.

SIGINT
You know there's four tanks in there, right! You have to put C3 on all four of them.

SIGINT
To plant a C3 charge, all you gotta do is equip the C3 and press the Weapon button while standing in front of a tank.

SNAKE
Just like TNT.

SIGINT
But, uh, make sure you don't plant it in the wrong place. You barely got enough C3 as it is, right?

SNAKE
Good point. I'll make sure not to plant it anywhere else. (Explaining to the player they can only plant C3 on the tanks.)

SIGINT
Good, man.

SIGINT
And be careful. Liquid fuel has a nasty habit of going off at the slightest shock. So don't go using any heavy firepower near the tanks unless you're aiming to get yourself barbecued.

SNAKE
I'll keep that in mind...

SIGINT
The C3 charges all have to go off at once if you want to bring down the hangar in one fell swoop. So if I were you, I'd wait until after you plant the last charge to start the timer mechanism.

SNAKE
All right. I'll make sure I finish planting all four charges before I start the timer.

*For the different difficulties

SIGINT
Once the timer's set, you've got 5 minutes until it explodes, right?

SIGINT
Once the timer's set, you've got 7 minutes until it explodes, right?

SIGINT
Once the timer's set, you've got 10 minutes until it explodes, right?

SIGINT
Once the timer's set, you've got 15 minutes until it explodes, right?

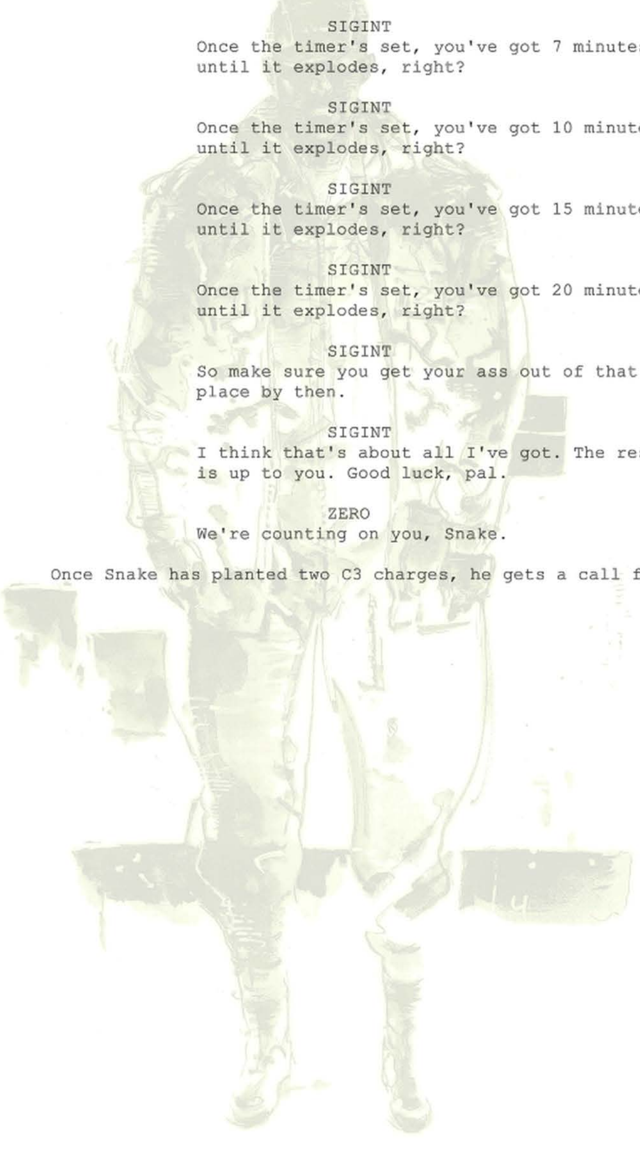
SIGINT
Once the timer's set, you've got 20 minutes until it explodes, right?

SIGINT
So make sure you get your ass out of that place by then.

SIGINT
I think that's about all I've got. The rest is up to you. Good luck, pal.

ZERO
We're counting on you, Snake.

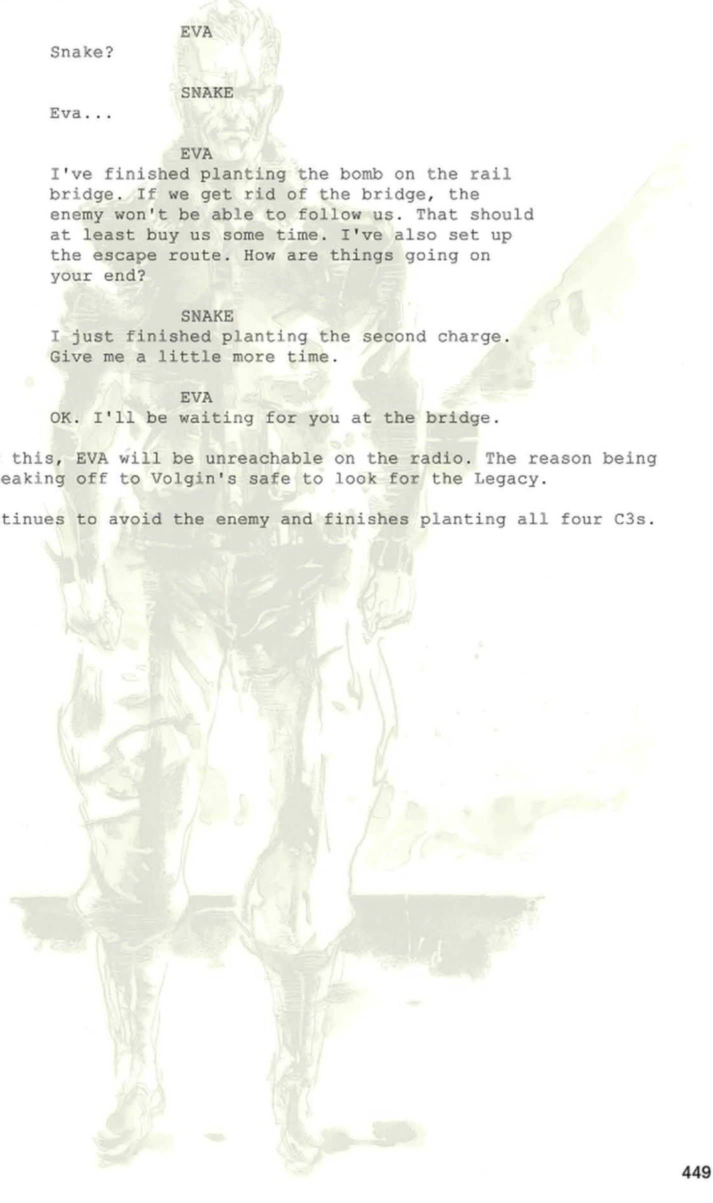
Once Snake has planted two C3 charges, he gets a call from EVA.



Half of Explosives Planted

Radio Call

(mandatory incoming call)



EVA

Snake?

SNAKE

Eva...

EVA

I've finished planting the bomb on the rail bridge. If we get rid of the bridge, the enemy won't be able to follow us. That should at least buy us some time. I've also set up the escape route. How are things going on your end?

SNAKE

I just finished planting the second charge. Give me a little more time.

EVA

OK. I'll be waiting for you at the bridge.

Following this, EVA will be unreachable on the radio. The reason being she is sneaking off to Volgin's safe to look for the Legacy.

Snake continues to avoid the enemy and finishes planting all four C3s.

All Explosives Planted

3D Cutscene 1

(day - change view button available)

Since we don't know which fuel tank will be the last one, we'll create cutscenes for all four tanks.

During gameplay, the player can plant the C3 anywhere on the tank, but this spot will not be reflected in the cutscene that follows. (In other words, no matter where you plant the C3 on the tank, when the cutscene plays it will always be planted at a fixed spot.)

Snake activates the C3.

The timer starts counting down from 5:00 (5 minutes).

Snake takes out the last, heart-shaped C3 (fragment) that he got from EVA.

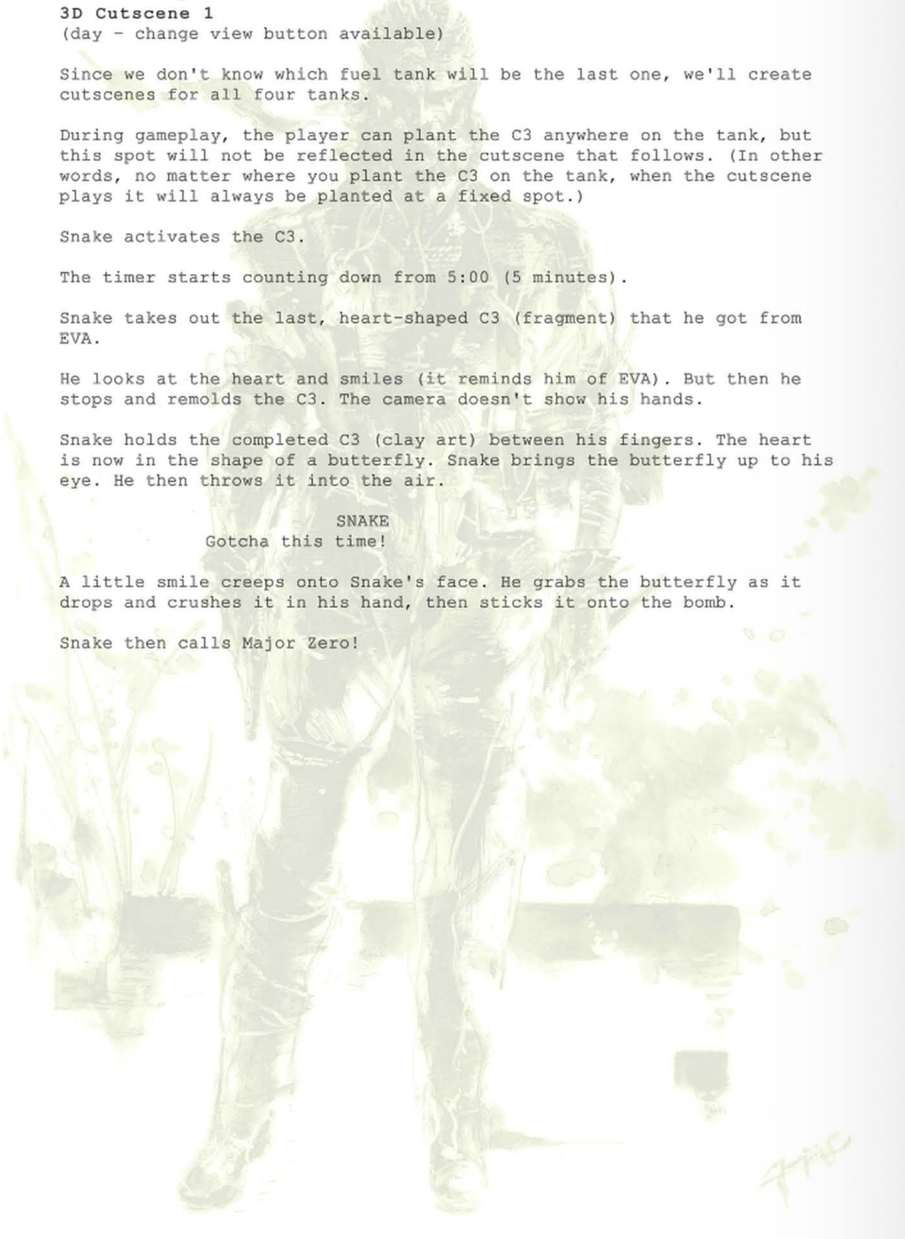
He looks at the heart and smiles (it reminds him of EVA). But then he stops and remolds the C3. The camera doesn't show his hands.

Snake holds the completed C3 (clay art) between his fingers. The heart is now in the shape of a butterfly. Snake brings the butterfly up to his eye. He then throws it into the air.

SNAKE
Gotcha this time!

A little smile creeps onto Snake's face. He grabs the butterfly as it drops and crushes it in his hand, then sticks it onto the bomb.

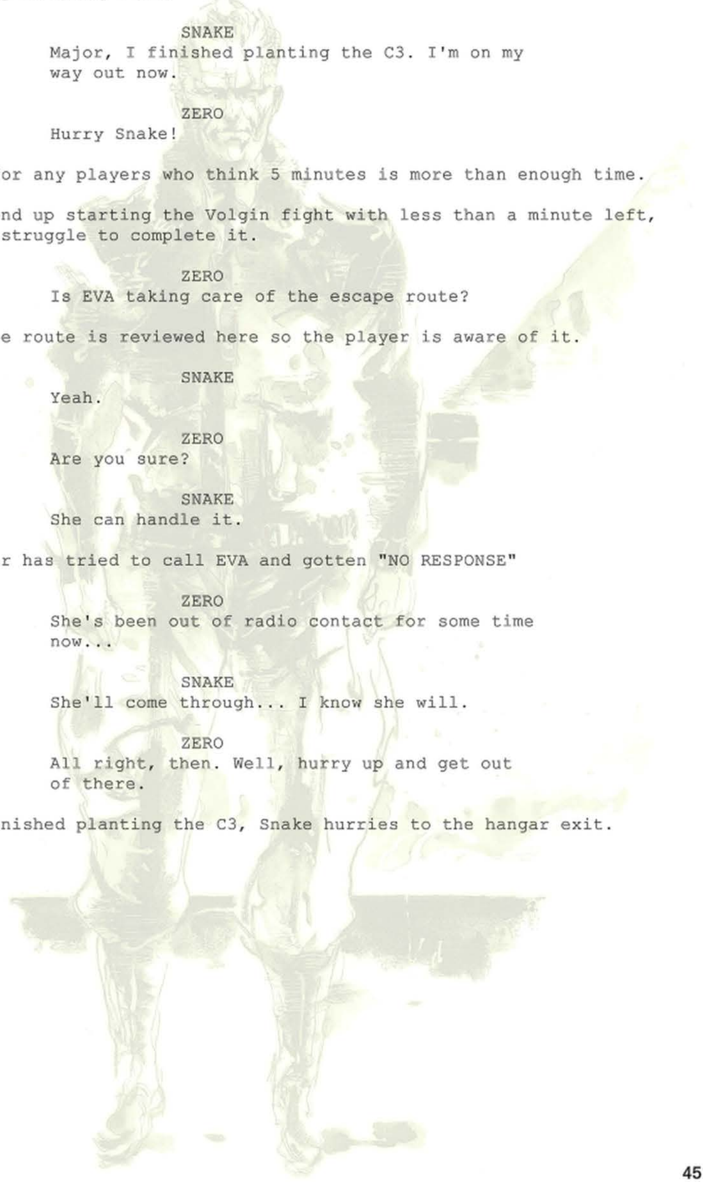
Snake then calls Major Zero!



All Explosives Planted

Radio Call 1

(mandatory incoming call)



SNAKE
Major, I finished planting the C3. I'm on my way out now.

ZERO
Hurry Snake!

This is for any players who think 5 minutes is more than enough time.

If they end up starting the Volgin fight with less than a minute left, they may struggle to complete it.

ZERO
Is EVA taking care of the escape route?

The escape route is reviewed here so the player is aware of it.

SNAKE
Yeah.

ZERO
Are you sure?

SNAKE
She can handle it.

*If player has tried to call EVA and gotten "NO RESPONSE"

ZERO
She's been out of radio contact for some time now...

SNAKE
She'll come through... I know she will.

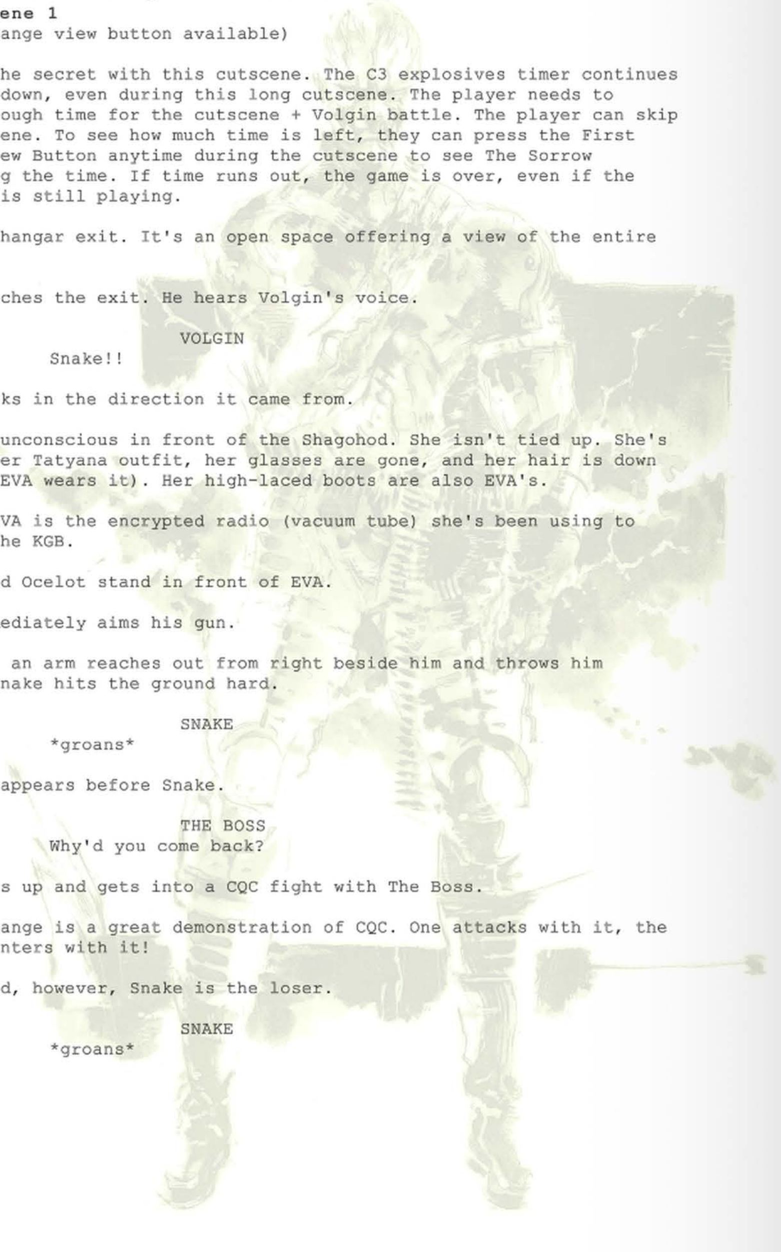
ZERO
All right, then. Well, hurry up and get out of there.

Having finished planting the C3, Snake hurries to the hangar exit.

Prior to Volgin Battle

3D Cutscene 1

(day - change view button available)



Here is the secret with this cutscene. The C3 explosives timer continues to count down, even during this long cutscene. The player needs to secure enough time for the cutscene + Volgin battle. The player can skip the cutscene. To see how much time is left, they can press the First Person View Button anytime during the cutscene to see The Sorrow displaying the time. If time runs out, the game is over, even if the cutscene is still playing.

Shagohod hangar exit. It's an open space offering a view of the entire machine.

Snake reaches the exit. He hears Volgin's voice.

VOLGIN

Snake!!

Snake looks in the direction it came from.

EVA lies unconscious in front of the Shagohod. She isn't tied up. She's wearing her Tatyana outfit, her glasses are gone, and her hair is down (the way EVA wears it). Her high-laced boots are also EVA's.

Next to EVA is the encrypted radio (vacuum tube) she's been using to contact the KGB.

Volgin and Ocelot stand in front of EVA.

Snake immediately aims his gun.

But then, an arm reaches out from right beside him and throws him easily. Snake hits the ground hard.

SNAKE

groans

The Boss appears before Snake.

THE BOSS

Why'd you come back?

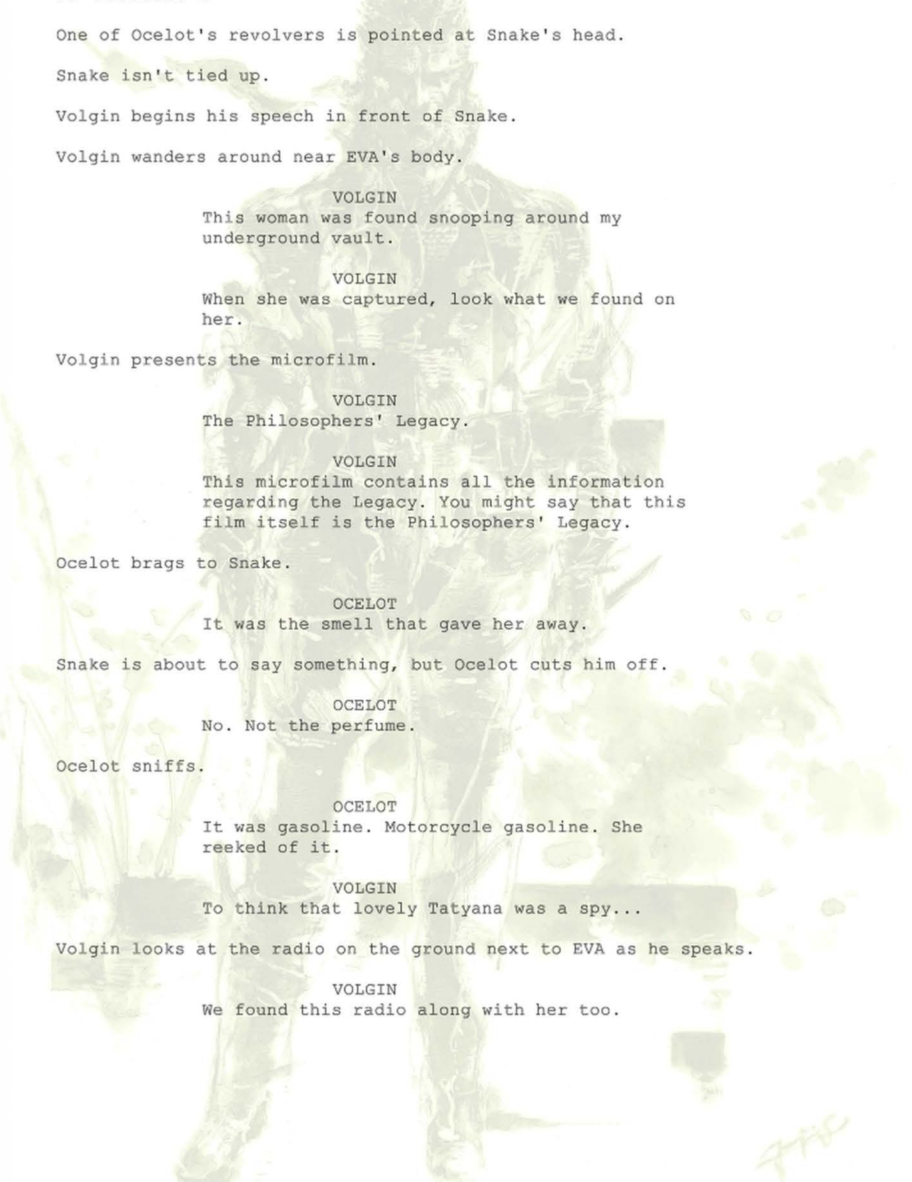
Snake gets up and gets into a CQC fight with The Boss.

This exchange is a great demonstration of CQC. One attacks with it, the other counters with it!

In the end, however, Snake is the loser.

SNAKE

groans



Prior to Volgin Battle

3D Cutscene 2

One of Ocelot's revolvers is pointed at Snake's head.

Snake isn't tied up.

Volgin begins his speech in front of Snake.

Volgin wanders around near EVA's body.

VOLGIN
This woman was found snooping around my underground vault.

VOLGIN
When she was captured, look what we found on her.

Volgin presents the microfilm.

VOLGIN
The Philosophers' Legacy.

VOLGIN
This microfilm contains all the information regarding the Legacy. You might say that this film itself is the Philosophers' Legacy.

Ocelot brags to Snake.

OCELOT
It was the smell that gave her away.

Snake is about to say something, but Ocelot cuts him off.

OCELOT
No. Not the perfume.

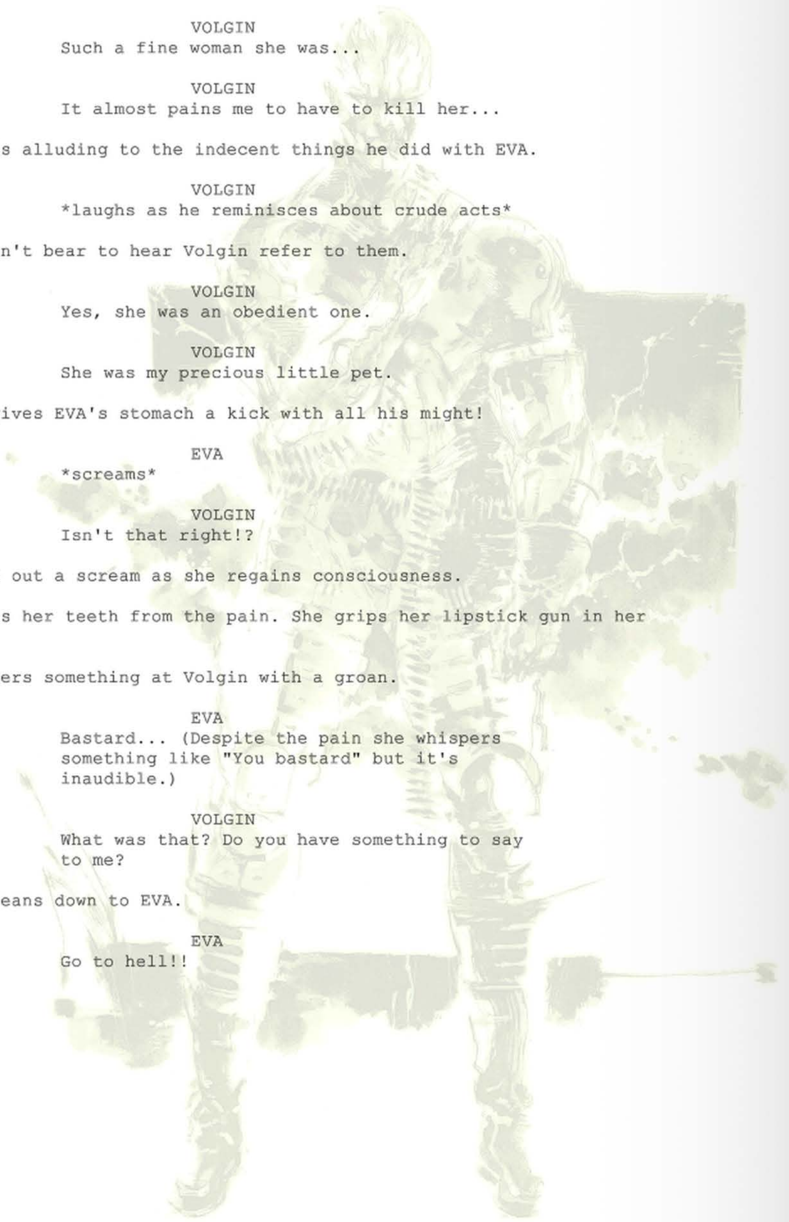
Ocelot sniffs.

OCELOT
It was gasoline. Motorcycle gasoline. She reeked of it.

VOLGIN
To think that lovely Tatyana was a spy...

Volgin looks at the radio on the ground next to EVA as he speaks.

VOLGIN
We found this radio along with her too.



Volgin looks at EVA's face and body as though he can still taste them.

VOLGIN
Such a fine woman she was...

VOLGIN
It almost pains me to have to kill her...

Volgin is alluding to the indecent things he did with EVA.

VOLGIN
laughs as he reminisces about crude acts

Snake can't bear to hear Volgin refer to them.

VOLGIN
Yes, she was an obedient one.

VOLGIN
She was my precious little pet.

Volgin gives EVA's stomach a kick with all his might!

EVA
screams

VOLGIN
Isn't that right!?

EVA lets out a scream as she regains consciousness.

EVA grits her teeth from the pain. She grips her lipstick gun in her pocket.

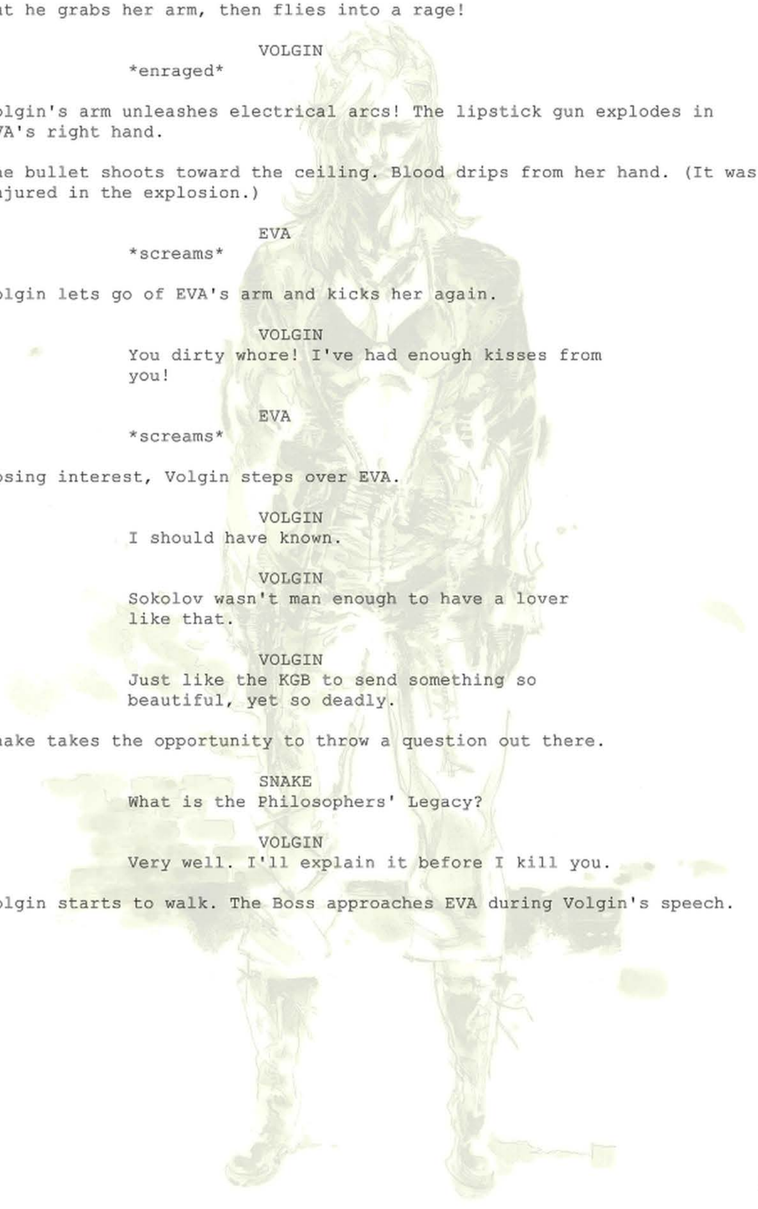
EVA mutters something at Volgin with a groan.

EVA
Bastard... (Despite the pain she whispers something like "You bastard" but it's inaudible.)

VOLGIN
What was that? Do you have something to say to me?

Volgin leans down to EVA.

EVA
Go to hell!!



EVA takes her lipstick gun out her pocket and points it in Volgin's face.

But he grabs her arm, then flies into a rage!

VOLGIN
enraged

Volgin's arm unleashes electrical arcs! The lipstick gun explodes in EVA's right hand.

The bullet shoots toward the ceiling. Blood drips from her hand. (It was injured in the explosion.)

EVA
screams

Volgin lets go of EVA's arm and kicks her again.

VOLGIN
You dirty whore! I've had enough kisses from you!

EVA
screams

Losing interest, Volgin steps over EVA.

VOLGIN
I should have known.

VOLGIN
Sokolov wasn't man enough to have a lover like that.

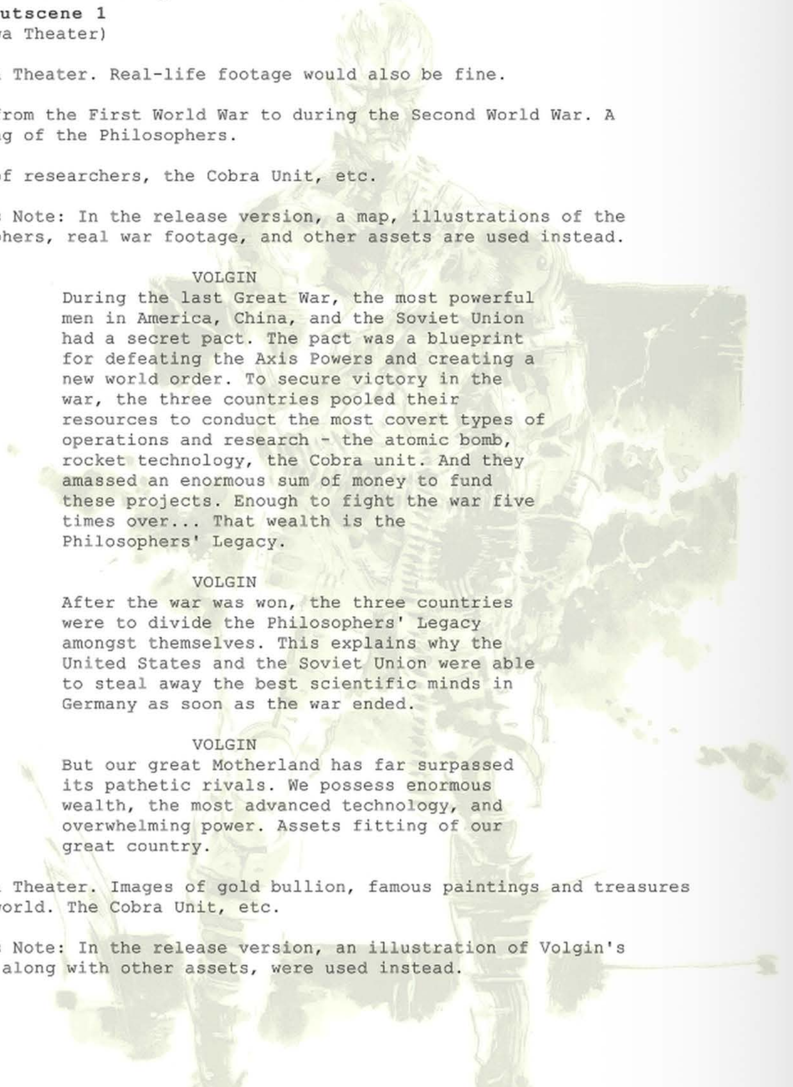
VOLGIN
Just like the KGB to send something so beautiful, yet so deadly.

Snake takes the opportunity to throw a question out there.

SNAKE
What is the Philosophers' Legacy?

VOLGIN
Very well. I'll explain it before I kill you.

Volgin starts to walk. The Boss approaches EVA during Volgin's speech.



Prior to Volgin Battle

Movie Cutscene 1

(Shinkawa Theater)

Shinkawa Theater. Real-life footage would also be fine.

Images from the First World War to during the Second World War. A gathering of the Philosophers.

Images of researchers, the Cobra Unit, etc.

Editor's Note: In the release version, a map, illustrations of the Philosophers, real war footage, and other assets are used instead.

VOLGIN

During the last Great War, the most powerful men in America, China, and the Soviet Union had a secret pact. The pact was a blueprint for defeating the Axis Powers and creating a new world order. To secure victory in the war, the three countries pooled their resources to conduct the most covert types of operations and research - the atomic bomb, rocket technology, the Cobra unit. And they amassed an enormous sum of money to fund these projects. Enough to fight the war five times over... That wealth is the Philosophers' Legacy.

VOLGIN

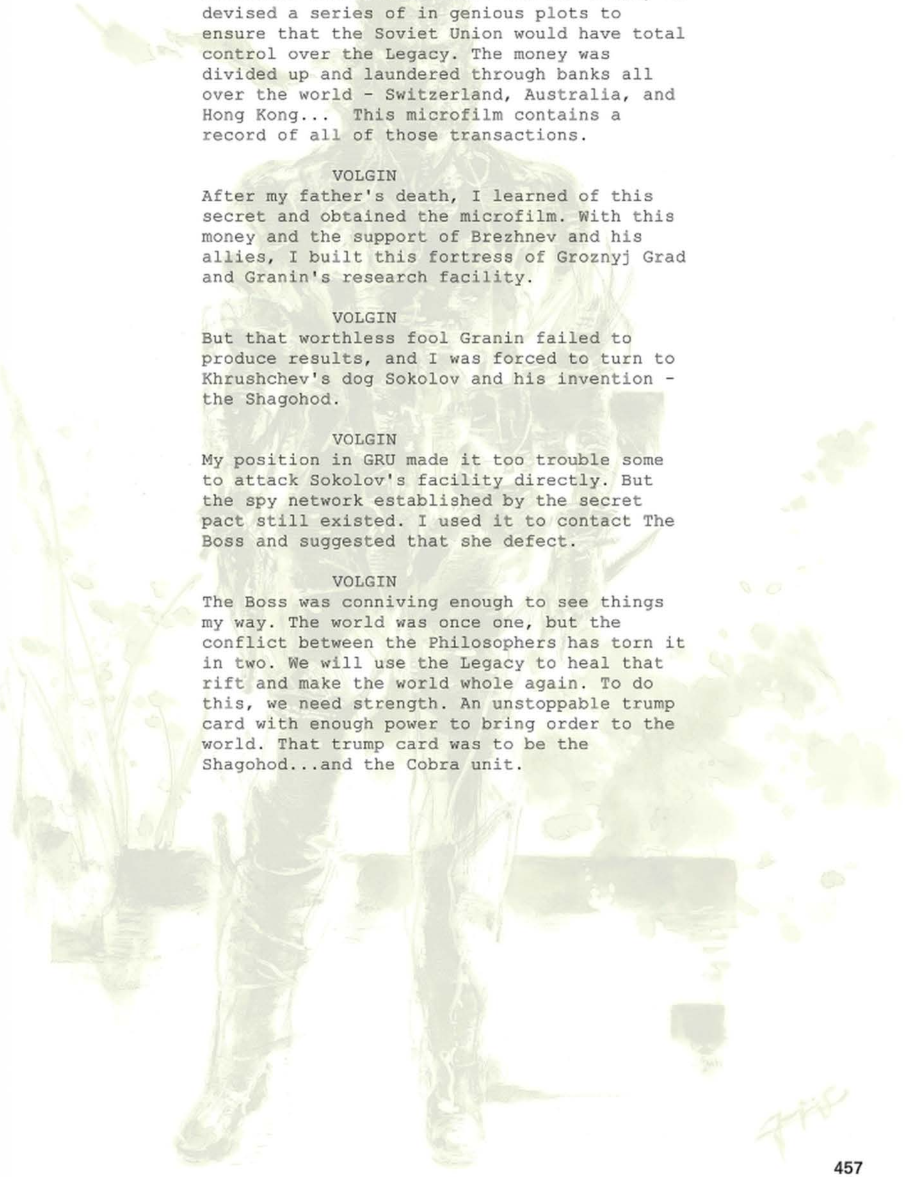
After the war was won, the three countries were to divide the Philosophers' Legacy amongst themselves. This explains why the United States and the Soviet Union were able to steal away the best scientific minds in Germany as soon as the war ended.

VOLGIN

But our great Motherland has far surpassed its pathetic rivals. We possess enormous wealth, the most advanced technology, and overwhelming power. Assets fitting of our great country.

Shinkawa Theater. Images of gold bullion, famous paintings and treasures of the world. The Cobra Unit, etc.

Editor's Note: In the release version, an illustration of Volgin's father, along with other assets, were used instead.



VOLGIN
My father was one of the men in charge of managing the Philosophers' Legacy. In the confusion that ensued after the war ended, he devised a series of in genious plots to ensure that the Soviet Union would have total control over the Legacy. The money was divided up and laundered through banks all over the world - Switzerland, Australia, and Hong Kong... This microfilm contains a record of all of those transactions.

VOLGIN
After my father's death, I learned of this secret and obtained the microfilm. With this money and the support of Brezhnev and his allies, I built this fortress of Groznyj Grad and Granin's research facility.

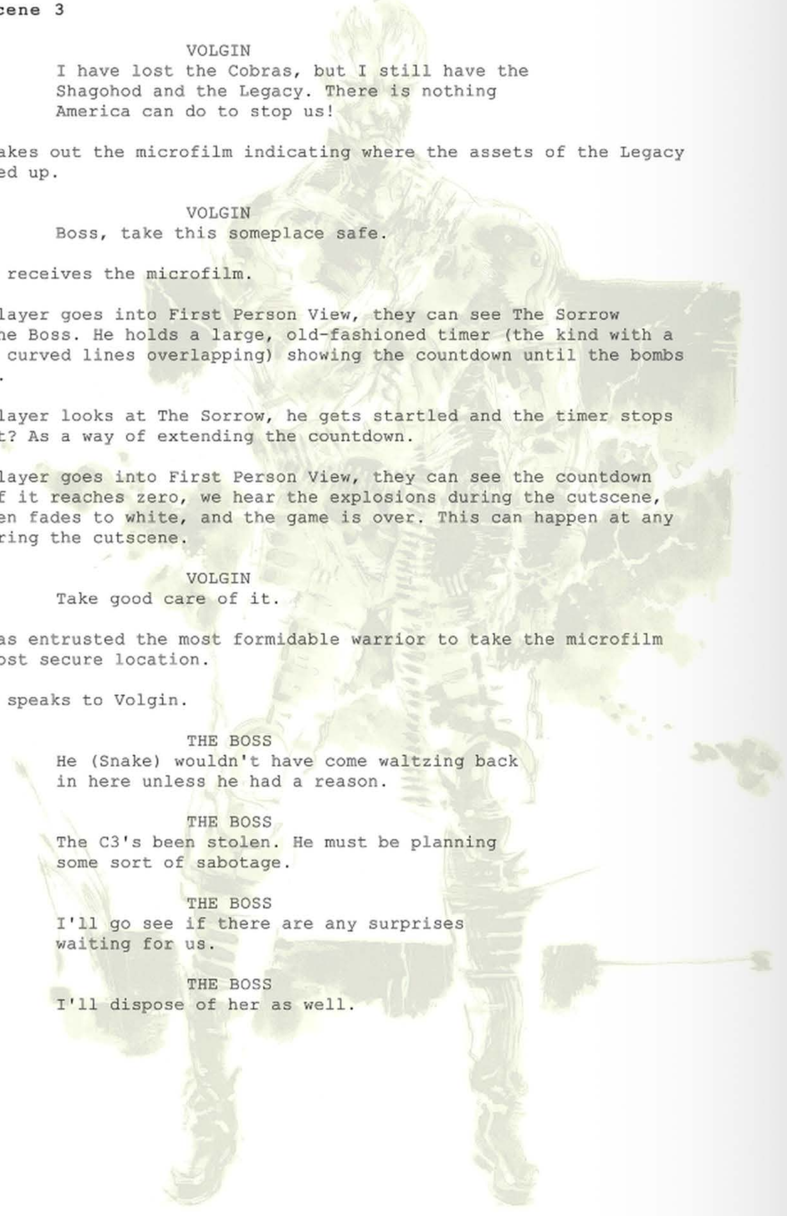
VOLGIN
But that worthless fool Granin failed to produce results, and I was forced to turn to Khrushchev's dog Sokolov and his invention - the Shagohod.

VOLGIN
My position in GRU made it too trouble some to attack Sokolov's facility directly. But the spy network established by the secret pact still existed. I used it to contact The Boss and suggested that she defect.

VOLGIN
The Boss was conniving enough to see things my way. The world was once one, but the conflict between the Philosophers has torn it in two. We will use the Legacy to heal that rift and make the world whole again. To do this, we need strength. An unstoppable trump card with enough power to bring order to the world. That trump card was to be the Shagohod...and the Cobra unit.

Prior to Volgin Battle

3D Cutscene 3



VOLGIN
I have lost the Cobras, but I still have the
Shagohod and the Legacy. There is nothing
America can do to stop us!

Volgin takes out the microfilm indicating where the assets of the Legacy have ended up.

VOLGIN
Boss, take this someplace safe.

The Boss receives the microfilm.

If the player goes into First Person View, they can see The Sorrow behind The Boss. He holds a large, old-fashioned timer (the kind with a bunch of curved lines overlapping) showing the countdown until the bombs detonate.

If the player looks at The Sorrow, he gets startled and the timer stops for a bit? As a way of extending the countdown.

If the player goes into First Person View, they can see the countdown timer. If it reaches zero, we hear the explosions during the cutscene, the screen fades to white, and the game is over. This can happen at any point during the cutscene.

VOLGIN
Take good care of it.

Volgin has entrusted the most formidable warrior to take the microfilm to the most secure location.

The Boss speaks to Volgin.

THE BOSS
He (Snake) wouldn't have come waltzing back
in here unless he had a reason.

THE BOSS
The C3's been stolen. He must be planning
some sort of sabotage.

THE BOSS
I'll go see if there are any surprises
waiting for us.

THE BOSS
I'll dispose of her as well.

The Boss brings EVA to her feet.

EVA resists.

The Boss whispers into her ear.

THE BOSS
slight lip flaps, speaks in an inaudible voice Leave everything to me.

EVA looks at her face for a second or two, then complies.

EVA walks off behind The Boss.

If the player goes into First Person View, they can see The Sorrow behind The Boss.

The Boss stops.

THE BOSS
Fight like a warrior, Volgin.

VOLGIN
But of course.

Ocelot and The Boss exchange glances. Ocelot gives a slight nod.

The Boss walks away.

OCELOT
Let me face him.

He gives Snake a little push in the back. Snake totters forward a few steps.

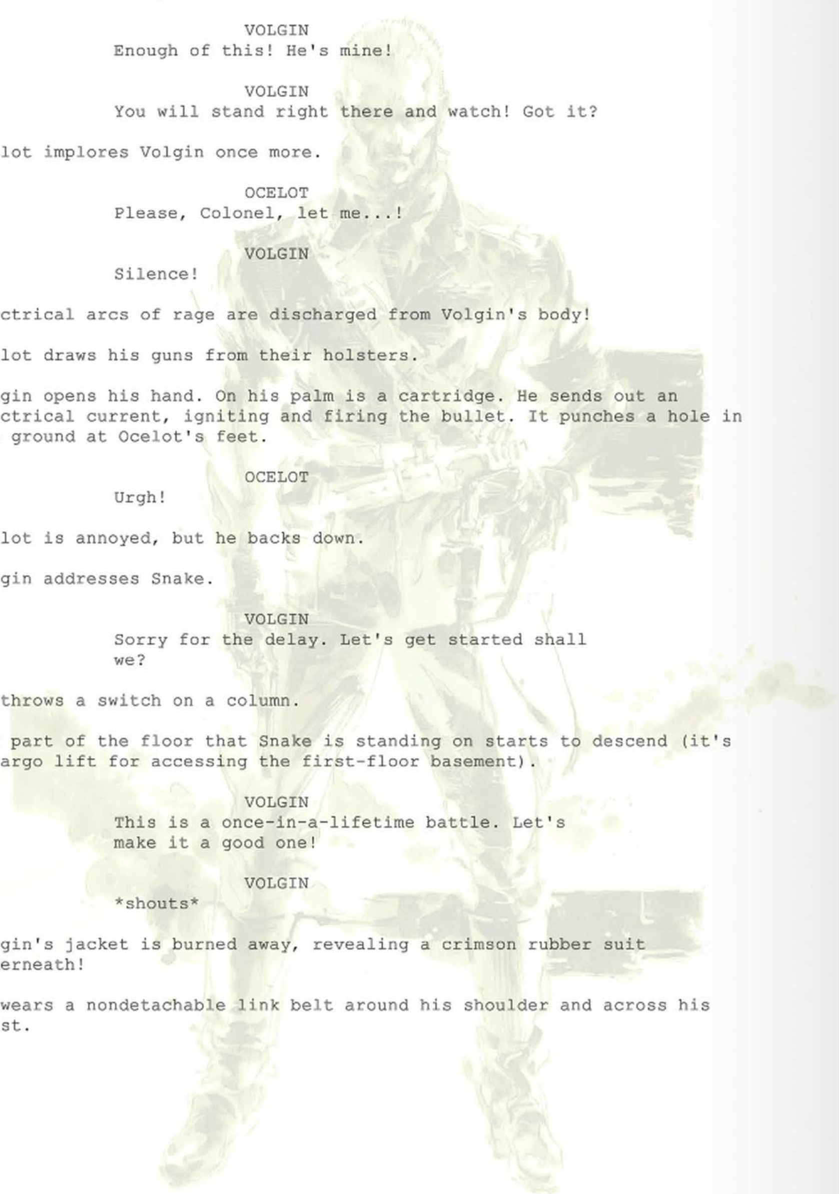
Ocelot is overcome with emotion.

OCELOT
I've been waiting for this moment... Time to get even!

He spins his two revolvers.

Snake turns around and gets into a fighting stance.

Ocelot does an "Uh uh uh!" gesture with his revolvers.



OCELOT
Ahahah. No more judo, and no more field strips.

VOLGIN
Enough of this! He's mine!

VOLGIN
You will stand right there and watch! Got it?

Ocelot implores Volgin once more.

OCELOT
Please, Colonel, let me...!

VOLGIN
Silence!

Electrical arcs of rage are discharged from Volgin's body!

Ocelot draws his guns from their holsters.

Volgin opens his hand. On his palm is a cartridge. He sends out an electrical current, igniting and firing the bullet. It punches a hole in the ground at Ocelot's feet.

OCELOT
Urgh!

Ocelot is annoyed, but he backs down.

Volgin addresses Snake.

VOLGIN
Sorry for the delay. Let's get started shall we?

He throws a switch on a column.

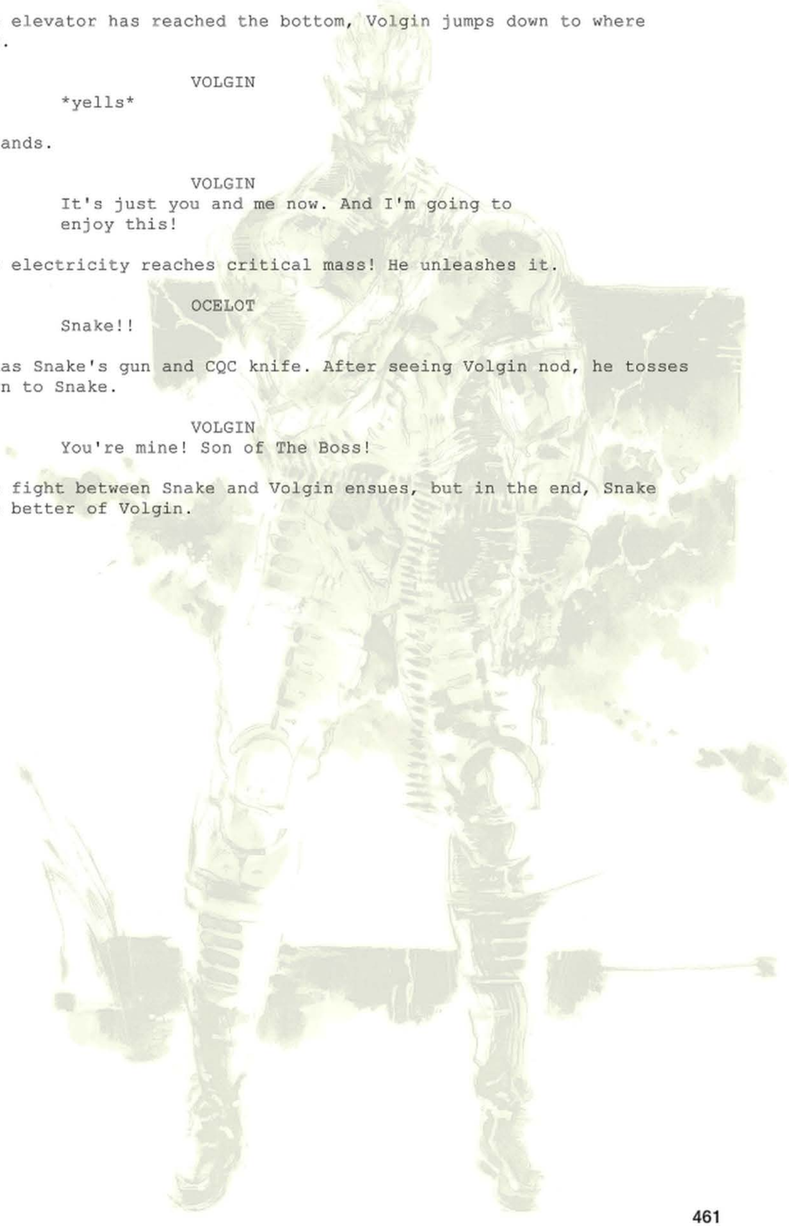
The part of the floor that Snake is standing on starts to descend (it's a cargo lift for accessing the first-floor basement).

VOLGIN
This is a once-in-a-lifetime battle. Let's make it a good one!

VOLGIN
shouts

Volgin's jacket is burned away, revealing a crimson rubber suit underneath!

He wears a nondetachable link belt around his shoulder and across his chest.



The belt has massive 7.62mm rifle rounds on it.

Once the elevator has reached the bottom, Volgin jumps down to where Snake is.

VOLGIN
yells

Volgin lands.

VOLGIN
It's just you and me now. And I'm going to enjoy this!

Volgin's electricity reaches critical mass! He unleashes it.

OCELOT
Snake!!

Ocelot has Snake's gun and CQC knife. After seeing Volgin nod, he tosses them down to Snake.

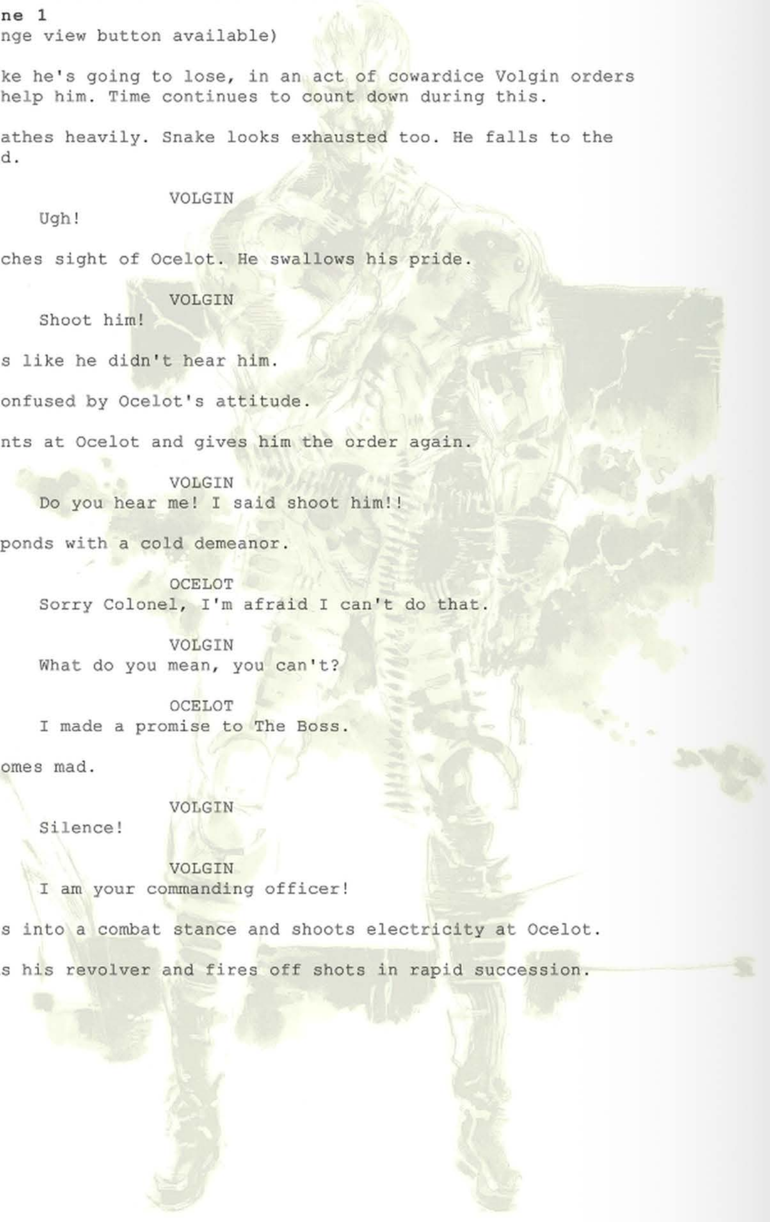
VOLGIN
You're mine! Son of The Boss!

A fierce fight between Snake and Volgin ensues, but in the end, Snake gets the better of Volgin.

Volgin Battle Interlude

3D Cutscene 1

(day - change view button available)



Looking like he's going to lose, in an act of cowardice Volgin orders Ocelot to help him. Time continues to count down during this.

Volgin breathes heavily. Snake looks exhausted too. He falls to the ground hard.

VOLGIN
Ugh!

Volgin catches sight of Ocelot. He swallows his pride.

VOLGIN
Shoot him!

Ocelot acts like he didn't hear him.

Snake is confused by Ocelot's attitude.

Volgin points at Ocelot and gives him the order again.

VOLGIN
Do you hear me! I said shoot him!!

Ocelot responds with a cold demeanor.

OCELOT
Sorry Colonel, I'm afraid I can't do that.

VOLGIN
What do you mean, you can't?

OCELOT
I made a promise to The Boss.

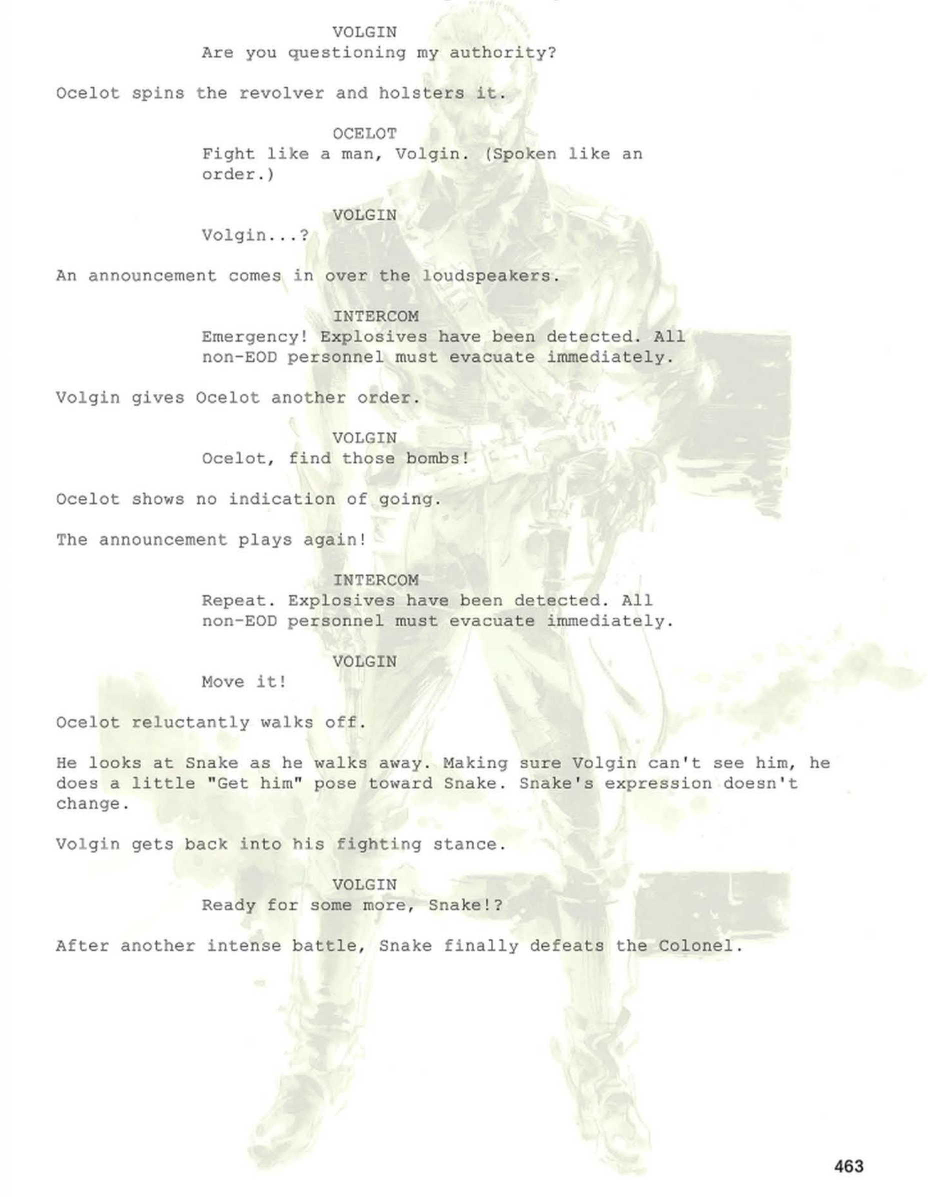
Volgin becomes mad.

VOLGIN
Silence!

VOLGIN
I am your commanding officer!

Volgin gets into a combat stance and shoots electricity at Ocelot.

Ocelot aims his revolver and fires off shots in rapid succession.



The electricity electrifies the bullets, with the bullets carrying the electricity off in different directions.

The bullets scattered the electricity, ensuring it missed Ocelot.

VOLGIN
Are you questioning my authority?

Ocelot spins the revolver and holsters it.

OCELOT
Fight like a man, Volgin. (Spoken like an order.)

VOLGIN
Volgin...?

An announcement comes in over the loudspeakers.

INTERCOM
Emergency! Explosives have been detected. All non-EOD personnel must evacuate immediately.

Volgin gives Ocelot another order.

VOLGIN
Ocelot, find those bombs!

Ocelot shows no indication of going.

The announcement plays again!

INTERCOM
Repeat. Explosives have been detected. All non-EOD personnel must evacuate immediately.

VOLGIN
Move it!

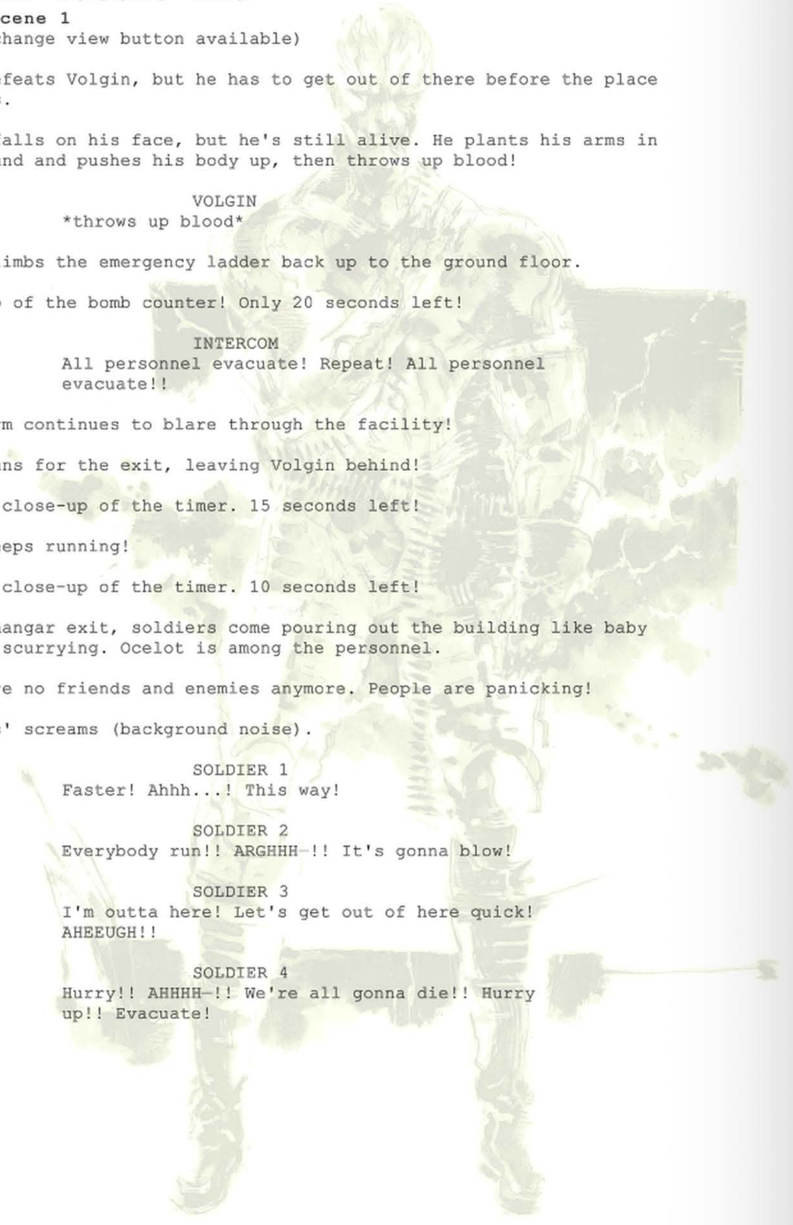
Ocelot reluctantly walks off.

He looks at Snake as he walks away. Making sure Volgin can't see him, he does a little "Get him" pose toward Snake. Snake's expression doesn't change.

Volgin gets back into his fighting stance.

VOLGIN
Ready for some more, Snake!?

After another intense battle, Snake finally defeats the Colonel.



Volgin Battle End

3D Cutscene 1

(day - change view button available)

Snake defeats Volgin, but he has to get out of there before the place explodes.

Volgin falls on his face, but he's still alive. He plants his arms in the ground and pushes his body up, then throws up blood!

VOLGIN
throws up blood

Snake climbs the emergency ladder back up to the ground floor.

Close-up of the bomb counter! Only 20 seconds left!

INTERCOM
All personnel evacuate! Repeat! All personnel evacuate!!

The alarm continues to blare through the facility!

Snake runs for the exit, leaving Volgin behind!

Another close-up of the timer. 15 seconds left!

Snake keeps running!

Another close-up of the timer. 10 seconds left!

At the hangar exit, soldiers come pouring out the building like baby spiders scurrying. Ocelot is among the personnel.

There are no friends and enemies anymore. People are panicking!

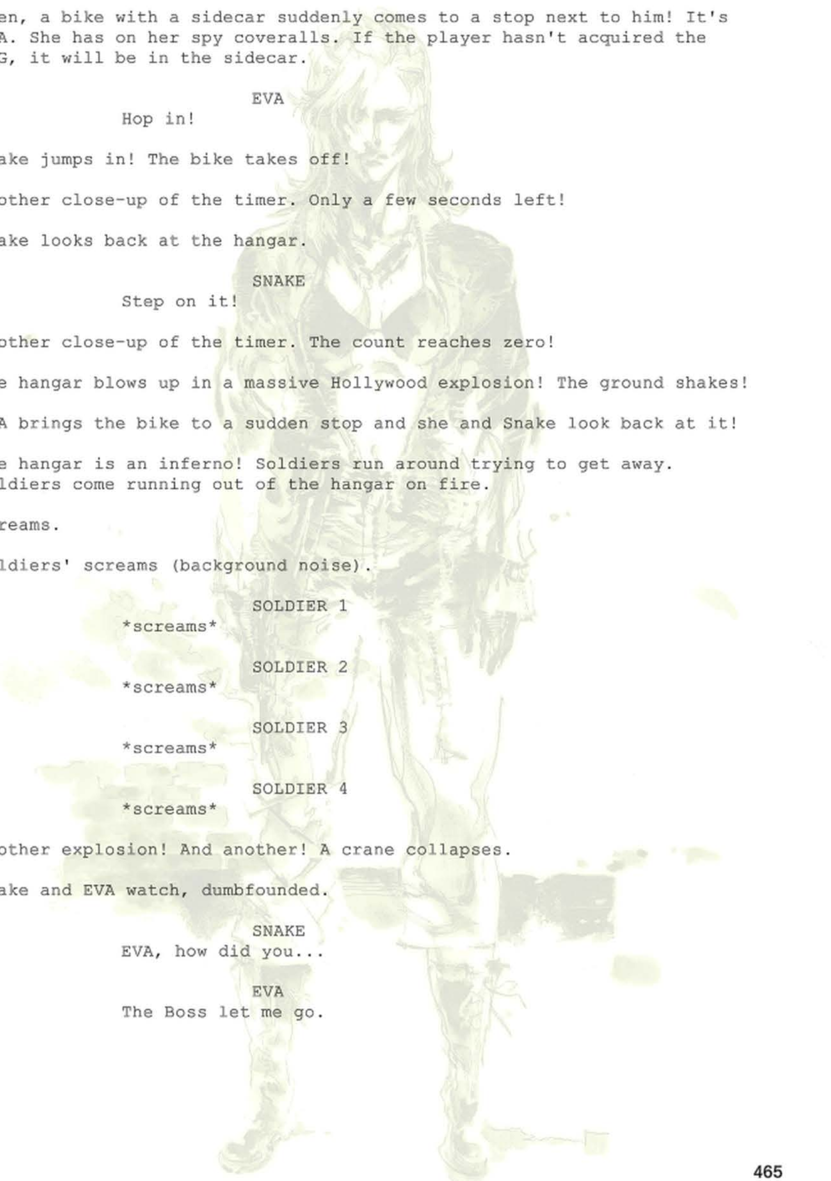
Soldiers' screams (background noise).

SOLDIER 1
Faster! Ahhh...! This way!

SOLDIER 2
Everybody run!! ARGHHH—!! It's gonna blow!

SOLDIER 3
I'm outta here! Let's get out of here quick! AHEEUGH!!

SOLDIER 4
Hurry!! AHHHH—!! We're all gonna die!! Hurry up!! Evacuate!



Another close-up of the timer. Only a few seconds left!

Snake hurries, trying to get as clear of the hangar exit as possible!

Then, a bike with a sidecar suddenly comes to a stop next to him! It's EVA. She has on her spy coveralls. If the player hasn't acquired the RPG, it will be in the sidecar.

EVA
Hop in!

Snake jumps in! The bike takes off!

Another close-up of the timer. Only a few seconds left!

Snake looks back at the hangar.

SNAKE
Step on it!

Another close-up of the timer. The count reaches zero!

The hangar blows up in a massive Hollywood explosion! The ground shakes!

EVA brings the bike to a sudden stop and she and Snake look back at it!

The hangar is an inferno! Soldiers run around trying to get away. Soldiers come running out of the hangar on fire.

Screams.

Soldiers' screams (background noise).

SOLDIER 1
screams

SOLDIER 2
screams

SOLDIER 3
screams

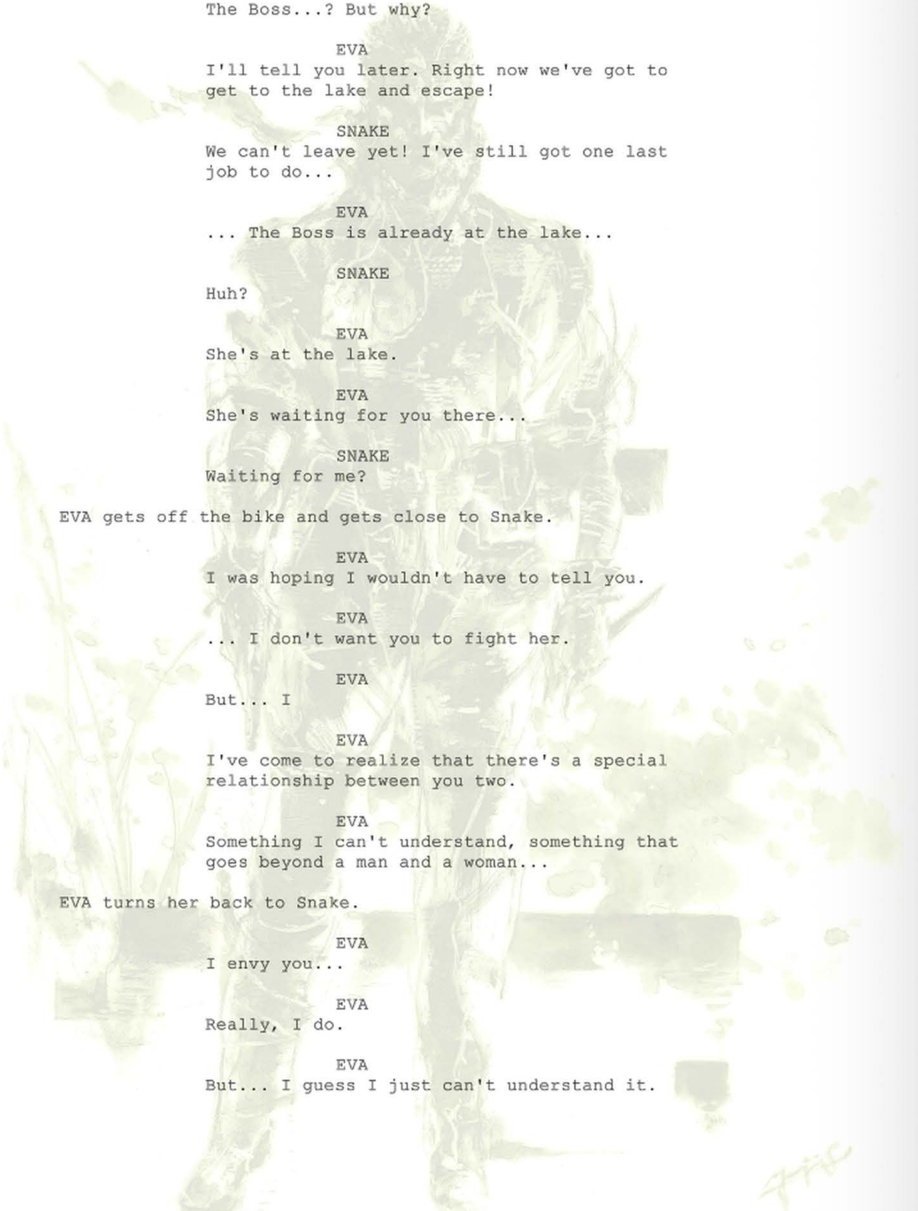
SOLDIER 4
screams

Another explosion! And another! A crane collapses.

Snake and EVA watch, dumbfounded.

SNAKE
EVA, how did you...

EVA
The Boss let me go.



SNAKE
The Boss...? But why?

EVA
I'll tell you later. Right now we've got to get to the lake and escape!

SNAKE
We can't leave yet! I've still got one last job to do...

EVA
... The Boss is already at the lake...

SNAKE
Huh?

EVA
She's at the lake.

EVA
She's waiting for you there...

SNAKE
Waiting for me?

EVA gets off the bike and gets close to Snake.

EVA
I was hoping I wouldn't have to tell you.

EVA
... I don't want you to fight her.

EVA
But... I

EVA
I've come to realize that there's a special relationship between you two.

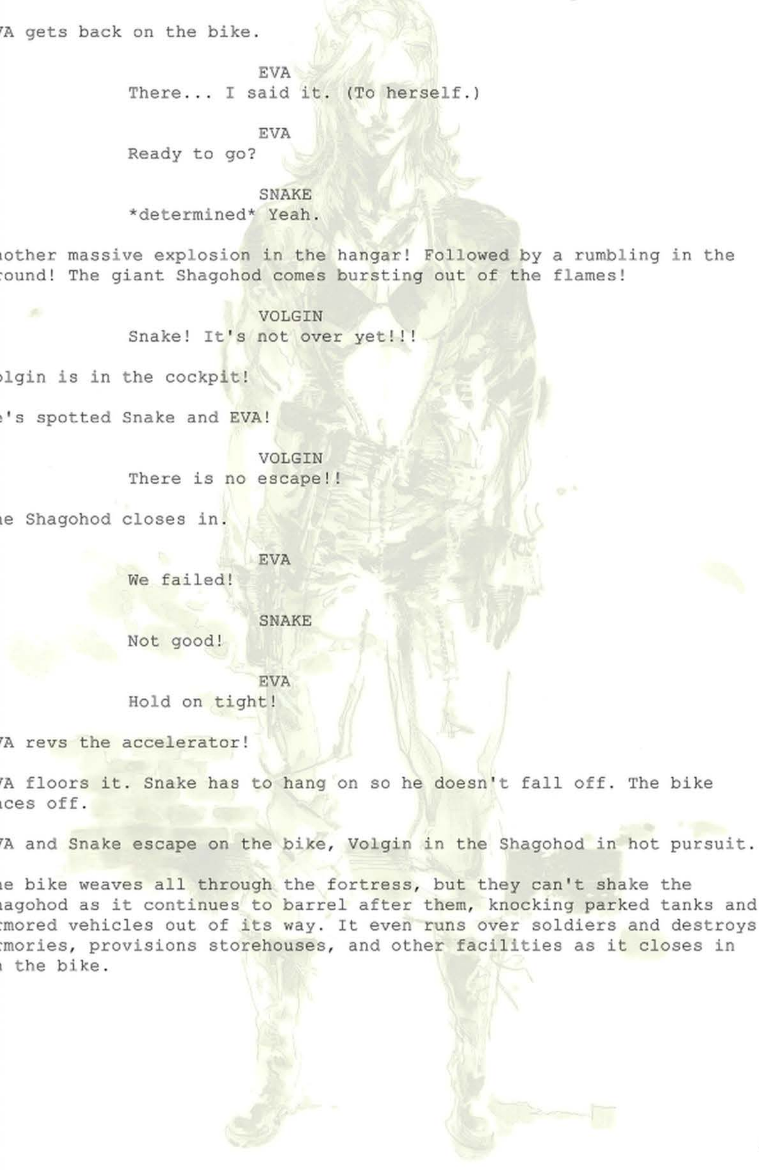
EVA
Something I can't understand, something that goes beyond a man and a woman...

EVA turns her back to Snake.

EVA
I envy you...

EVA
Really, I do.

EVA
But... I guess I just can't understand it.



EVA
She asked me to tell you something.

EVA
I've never seen someone with such clear eyes.

EVA gets back on the bike.

EVA
There... I said it. (To herself.)

EVA
Ready to go?

SNAKE
determined Yeah.

Another massive explosion in the hangar! Followed by a rumbling in the ground! The giant Shagohod comes bursting out of the flames!

VOLGIN
Snake! It's not over yet!!!

Volgin is in the cockpit!

He's spotted Snake and EVA!

VOLGIN
There is no escape!!

The Shagohod closes in.

EVA
We failed!

SNAKE
Not good!

EVA
Hold on tight!

EVA revs the accelerator!

EVA floors it. Snake has to hang on so he doesn't fall off. The bike races off.

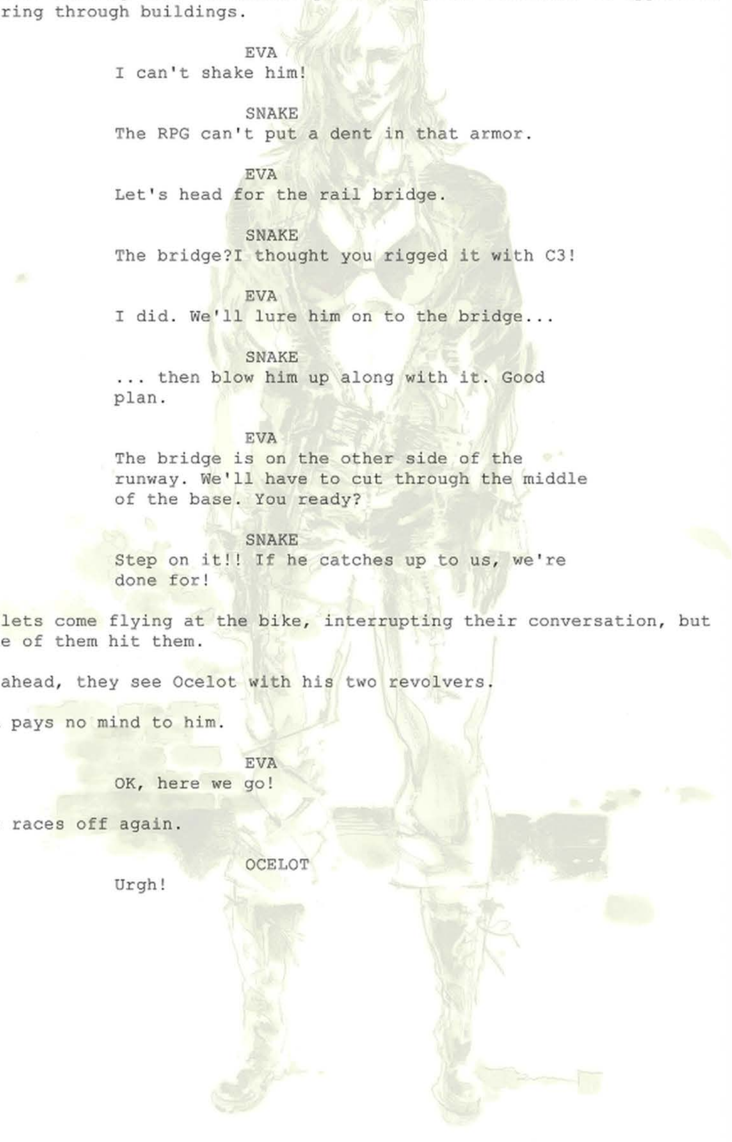
EVA and Snake escape on the bike, Volgin in the Shagohod in hot pursuit.

The bike weaves all through the fortress, but they can't shake the Shagohod as it continues to barrel after them, knocking parked tanks and armored vehicles out of its way. It even runs over soldiers and destroys armories, provisions storehouses, and other facilities as it closes in on the bike.

Bike Heads for Rail Bridge

3D Cutscene 1

(day - change view button available)



EVA reaches the entrance to the fortress. She hits the brakes and does a U-turn, slowing down dramatically. The Shagohod continues to approach, tearing through buildings.

EVA
I can't shake him!

SNAKE
The RPG can't put a dent in that armor.

EVA
Let's head for the rail bridge.

SNAKE
The bridge?I thought you rigged it with C3!

EVA
I did. We'll lure him on to the bridge...

SNAKE
... then blow him up along with it. Good plan.

EVA
The bridge is on the other side of the runway. We'll have to cut through the middle of the base. You ready?

SNAKE
Step on it!! If he catches up to us, we're done for!

Bullets come flying at the bike, interrupting their conversation, but none of them hit them.

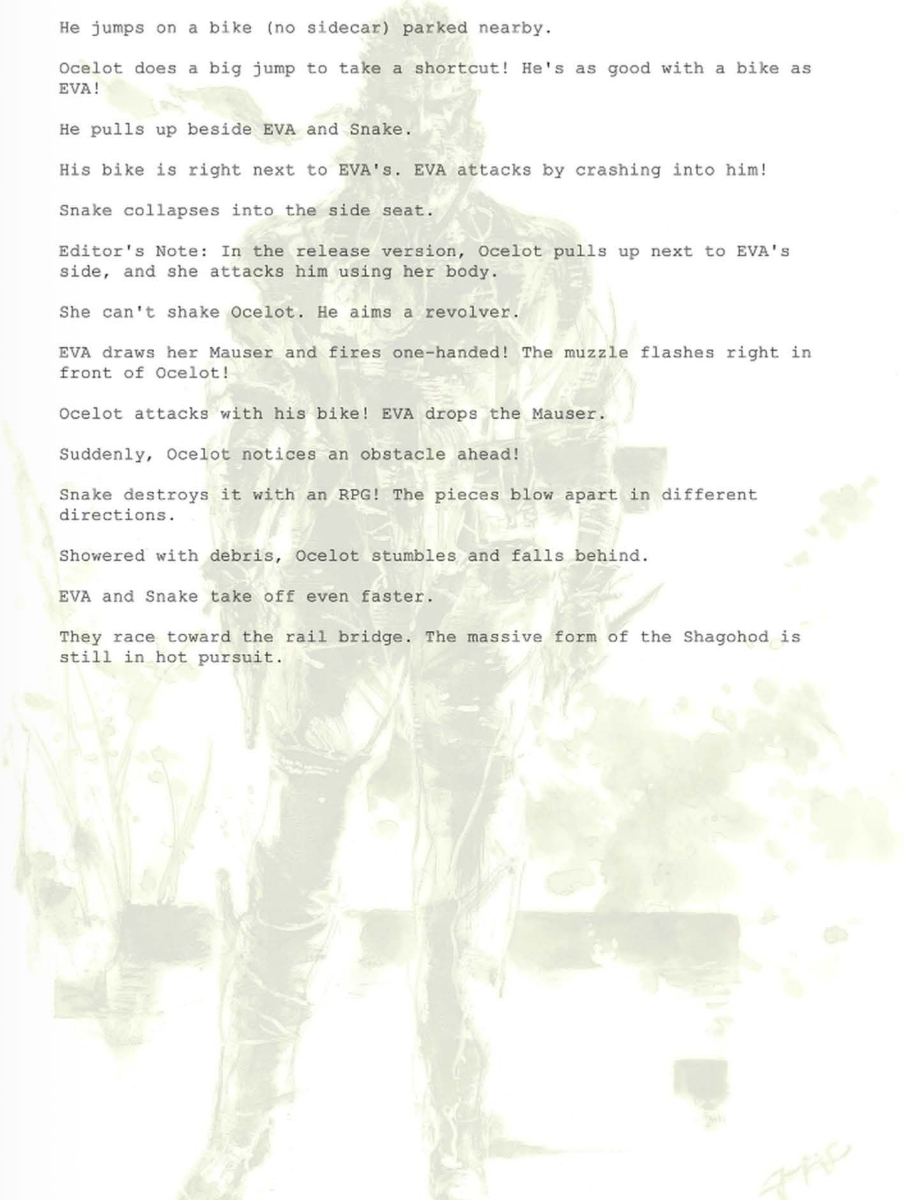
Up ahead, they see Ocelot with his two revolvers.

EVA pays no mind to him.

EVA
OK, here we go!

She races off again.

OCELOT
Urgh!



Ocelot holsters his guns.

He jumps on a bike (no sidecar) parked nearby.

Ocelot does a big jump to take a shortcut! He's as good with a bike as EVA!

He pulls up beside EVA and Snake.

His bike is right next to EVA's. EVA attacks by crashing into him!

Snake collapses into the side seat.

Editor's Note: In the release version, Ocelot pulls up next to EVA's side, and she attacks him using her body.

She can't shake Ocelot. He aims a revolver.

EVA draws her Mauser and fires one-handed! The muzzle flashes right in front of Ocelot!

Ocelot attacks with his bike! EVA drops the Mauser.

Suddenly, Ocelot notices an obstacle ahead!

Snake destroys it with an RPG! The pieces blow apart in different directions.

Showered with debris, Ocelot stumbles and falls behind.

EVA and Snake take off even faster.

They race toward the rail bridge. The massive form of the Shagohod is still in hot pursuit.

WIG is Destroyed

3D Cutscene 1

(day - change view button available)

EVA skillfully passes under the WIG. The Shagohod charges straight ahead, sending the humongous WIG flying. Its wings come clean off, it turns over, then slides along the ground before coming to a stop. The final shot will have the same composition as the only photo of that famous Soviet WIG.

The bike continues on straight ahead. The Shagohod falls a little behind.

VOLGIN

I've got a surprise for you! You won't be getting away this time!

Volgin presses a certain switch.

The Shagohod transforms into Rocket Booster mode (Phase 2).

The rockets go full blast! The sound of the turbo is tremendous.

Volgin knows Ocelot is near the boosters.

Ocelot tries to get close, but he gets a full dose of the combusting booster.

OCELOT

screams

Ocelot gets burned. He curses! Volgin smiles. (This was payback for what he did during Volgin's duel with Snake.)

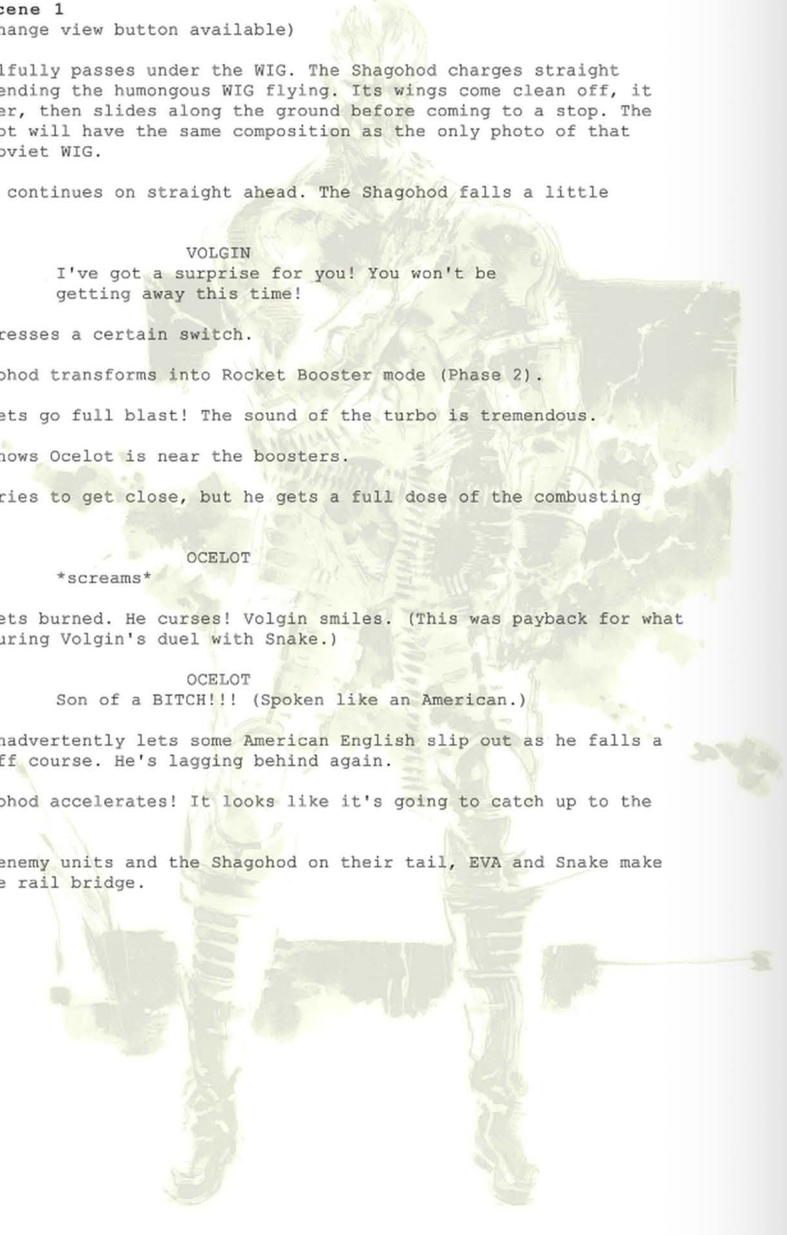
OCELOT

Son of a BITCH!!! (Spoken like an American.)

Ocelot inadvertently lets some American English slip out as he falls a little off course. He's lagging behind again.

The Shagohod accelerates! It looks like it's going to catch up to the bike!

Despite enemy units and the Shagohod on their tail, EVA and Snake make it to the rail bridge.



Bike Reaches Rail Bridge

3D Cutscene 1

(day - change view button available)

This is just before they clear the runway. Segues into cutscene. Up ahead is the large rail bridge.

EVA slams on the brakes, leaving rubber marks on the runway. Smoke rises from the ground too! The camera cranes up to show the bridge.

EVA and Snake look back. They see the Shagohod coming barreling toward them.

EVA

Snake, we've only got one chance!

EVA

We'll try to lure him over towards the other side.

EVA

When the Shagohod is on the bridge, shoot the explosives.

EVA

The bomb is planted on the strut of the bridge.

The camera shows the bombs on the bridge. Snake can be using either the RPG or the sniper rifle.

Shagohod and pursuing soldiers approach.

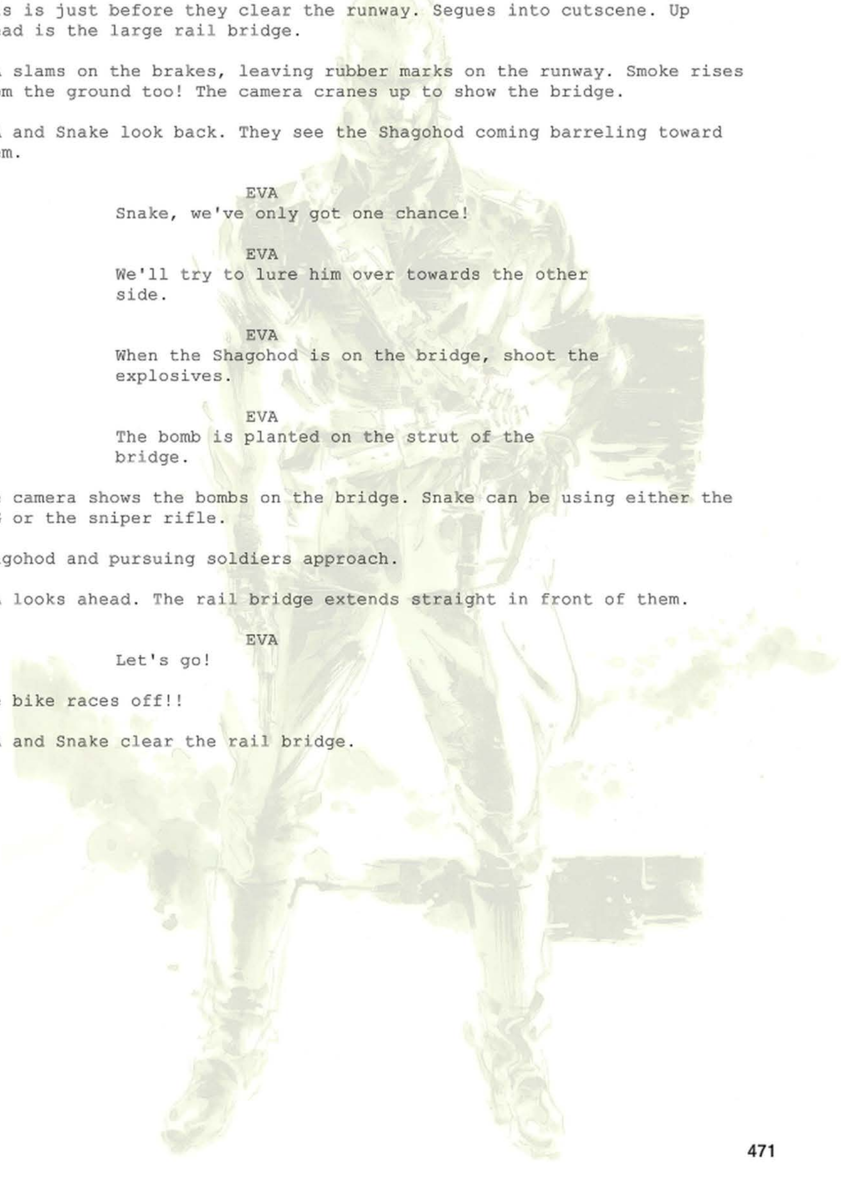
EVA looks ahead. The rail bridge extends straight in front of them.

EVA

Let's go!

The bike races off!!

EVA and Snake clear the rail bridge.



Before Rail Bridge Explodes

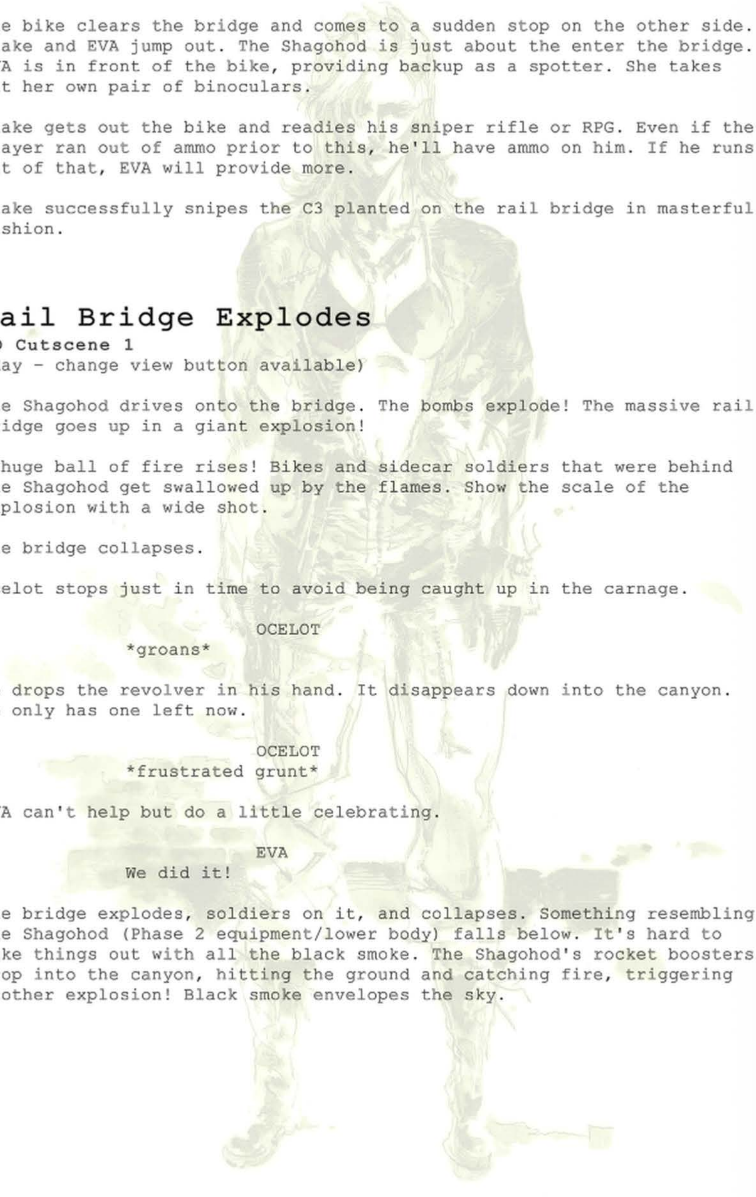
3D Cutscene 1

(day - change view button available)

The bike clears the bridge and comes to a sudden stop on the other side. Snake and EVA jump out. The Shagohod is just about the enter the bridge. EVA is in front of the bike, providing backup as a spotter. She takes out her own pair of binoculars.

Snake gets out the bike and readies his sniper rifle or RPG. Even if the player ran out of ammo prior to this, he'll have ammo on him. If he runs out of that, EVA will provide more.

Snake successfully snipes the C3 planted on the rail bridge in masterful fashion.



Rail Bridge Explodes

3D Cutscene 1

(day - change view button available)

The Shagohod drives onto the bridge. The bombs explode! The massive rail bridge goes up in a giant explosion!

A huge ball of fire rises! Bikes and sidecar soldiers that were behind the Shagohod get swallowed up by the flames. Show the scale of the explosion with a wide shot.

The bridge collapses.

Ocelot stops just in time to avoid being caught up in the carnage.

OCELOT

groans

He drops the revolver in his hand. It disappears down into the canyon. He only has one left now.

OCELOT

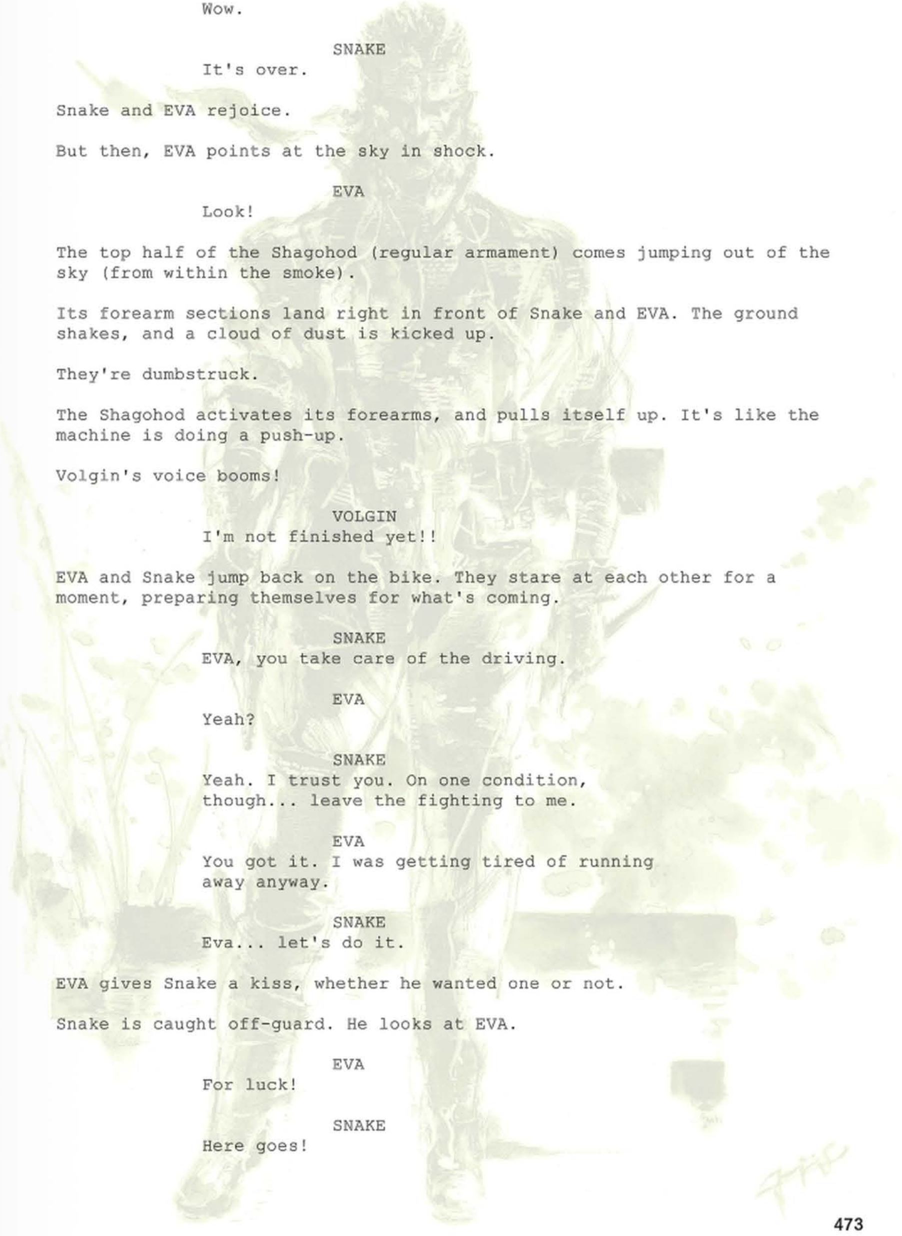
frustrated grunt

EVA can't help but do a little celebrating.

EVA

We did it!

The bridge explodes, soldiers on it, and collapses. Something resembling the Shagohod (Phase 2 equipment/lower body) falls below. It's hard to make things out with all the black smoke. The Shagohod's rocket boosters drop into the canyon, hitting the ground and catching fire, triggering another explosion! Black smoke envelopes the sky.



EVA

Wow.

SNAKE

It's over.

Snake and EVA rejoice.

But then, EVA points at the sky in shock.

EVA

Look!

The top half of the Shagohod (regular armament) comes jumping out of the sky (from within the smoke).

Its forearm sections land right in front of Snake and EVA. The ground shakes, and a cloud of dust is kicked up.

They're dumbstruck.

The Shagohod activates its forearms, and pulls itself up. It's like the machine is doing a push-up.

Volgin's voice booms!

VOLGIN

I'm not finished yet!!

EVA and Snake jump back on the bike. They stare at each other for a moment, preparing themselves for what's coming.

SNAKE

EVA, you take care of the driving.

EVA

Yeah?

SNAKE

Yeah. I trust you. On one condition, though... leave the fighting to me.

EVA

You got it. I was getting tired of running away anyway.

SNAKE

Eva... let's do it.

EVA gives Snake a kiss, whether he wanted one or not.

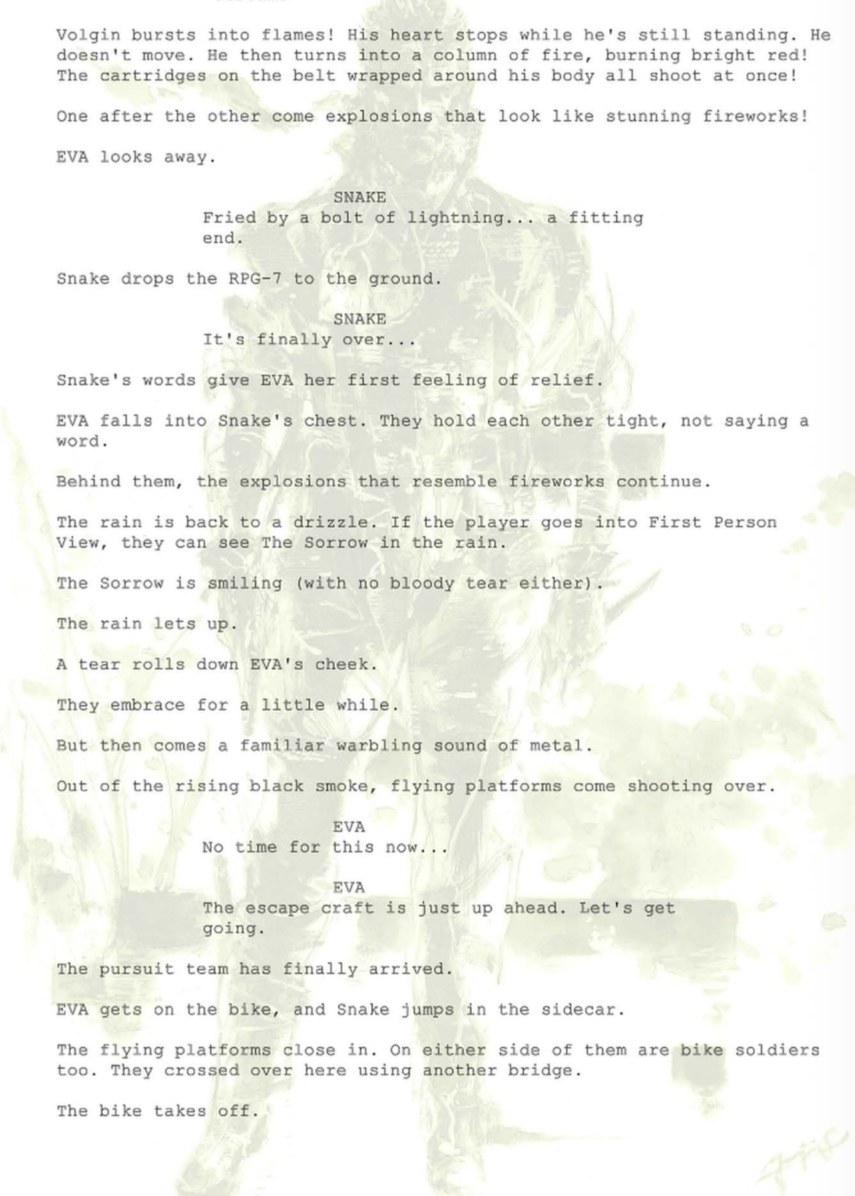
Snake is caught off-guard. He looks at EVA.

EVA

For luck!

SNAKE

Here goes!



VOLGIN

screams

Volgin bursts into flames! His heart stops while he's still standing. He doesn't move. He then turns into a column of fire, burning bright red! The cartridges on the belt wrapped around his body all shoot at once!

One after the other come explosions that look like stunning fireworks!

EVA looks away.

SNAKE

Fried by a bolt of lightning... a fitting end.

Snake drops the RPG-7 to the ground.

SNAKE

It's finally over...

Snake's words give EVA her first feeling of relief.

EVA falls into Snake's chest. They hold each other tight, not saying a word.

Behind them, the explosions that resemble fireworks continue.

The rain is back to a drizzle. If the player goes into First Person View, they can see The Sorrow in the rain.

The Sorrow is smiling (with no bloody tear either).

The rain lets up.

A tear rolls down EVA's cheek.

They embrace for a little while.

But then comes a familiar warbling sound of metal.

Out of the rising black smoke, flying platforms come shooting over.

EVA

No time for this now...

EVA

The escape craft is just up ahead. Let's get going.

The pursuit team has finally arrived.

EVA gets on the bike, and Snake jumps in the sidecar.

The flying platforms close in. On either side of them are bike soldiers too. They crossed over here using another bridge.

The bike takes off.

Footnotes

[1] Real name Margaretha Geertruida Zelle (1876 - 1917). Famous for being an alleged female spy during World War I, though the truth remains unclear. After learning exotic dancing while accompanying her husband to his new post in Java, she returned home and found overnight success as a dancer. Mata Hari went on to have relationships with military officers from many countries in Europe, which led to allegations of espionage. She was executed by firing squad.

[2] See the Major Zero Radio Conversation: Cynthia (p. 479) for details.

Radio Conversations

•Major

Prior to Infiltrating Fortress Again

EVA rendezvous

(1)

ZERO

Snake, I see you've recovered your weapons and equipment.

SNAKE

Now I can finally go on the offensive.

ZERO

Time to pay Volgin back for what he did to you.

SNAKE

Yeah. And then some.

ZERO

But first you've got to destroy the Shagohod.

(2)

ZERO

The Shagohod is in the hangar in the main wing of the weapons lab. Go back to Groznyj Grad, make your way into the hangar, and destroy the Shagohod.

(3)

ZERO

You can get back into Groznyj Grad by going to the end of the cave behind the waterfall. Head back to Groznyj Grad.

EVA's "I'll be your eyes" remark

ZERO

"I'll be your eyes"... makes me want to cry.

SNAKE

Why's that?

ZERO

It reminds me of something a certain spy once said.

ZERO
His name was Oleg Penkovsky, a Western spy who worked inside GRU. He was arrested by the KGB and executed last year.

ZERO
They say he sent a letter to the DCI at the time, saying, "I must remain on this front line in order to be your eyes and ears."

ZERO
His code name was "Hero."

SNAKE
A hero whose name will never be known.

ZERO
Yes. That's the world we live in.

Cynthia

ZERO
The Cynthia that EVA mentioned was a famous lady spy who worked for Britain during the Second World War.

ZERO
Her real name was Amy Elizabeth Thorpe. She was a lovely, intelligent woman, and she used those charms as a weapon to extract numerous secrets from the enemy.

ZERO
They say her most brilliant achievement was getting the French Vichy government's naval ciphers.

ZERO
But don't let yourself be taken in by EVA's charms.

SNAKE
I'll be careful.

After waterfall - check your equipment

(1)

ZERO

Huh? Snake, take a look in your backpack.

SNAKE

What the... My food's gone!

(2)

SNAKE

I busted my ass to get those snakes... And now I won't get a chance to eat them...!!

(3)

SNAKE

Major!! What the hell is going on here!?

ZERO

Don't ask me. Ask EVA.

SNAKE

angry EVA...!

•EVA

Prior to Infiltrating Fortress Again

After waterfall rendezvous - head deeper into the cave

EVA

There's a ladder at the back of the cave behind the waterfall that will take you up into the fortress. Head to the back of the cave.

After waterfall rendezvous - deepest part of the cave

EVA

That ladder there will take you up into the southwestern part of Groznyj Grad. Climb the ladder.

All the food is gone

(1)

SNAKE
EVA, about the contents of the backpack you got for me...

(2)
*If player didn't have Instant Noodles

EVA
Is something wrong with it?

SNAKE
The food is all gone.

EVA
Oh.

SNAKE
Did you eat it?

EVA
Of course not! Why would I?

SNAKE
Then who did?

(3)
*If player had Instant Noodles

EVA
alarmed Is there something missing?

SNAKE
Yeah, all of my food.

EVA
shaken, but attempts to dodge Well, how strange...

SNAKE
realizing it was probably EVA You didn't...

EVA
It wasn't me!

SNAKE
...

EVA
All those snakes and crocodiles and suspicious-looking mushrooms... I wouldn't eat that stuff even if you paid me!

SNAKE
What about the instant noodles?

EVA
...

SNAKE
EVA...

EVA
I was hungry, OK!? Give me a break! It's just a little packet of noodles...

SNAKE
It wasn't just the noodles. All those animals I worked so hard to capture...

EVA
That wasn't me.

SNAKE
So who was it?

(4)

EVA
It was Ocelot.

SNAKE
Ocelot?

EVA
He said he wanted to eat the same things you did. (Since he's taken with him.)

SNAKE
Why would he do that?

EVA
You haven't figured it out?

SNAKE
No.

EVA
You are dense.

SNAKE
has no idea what she's talking about ...???

Watch out for Ocelot

SNAKE
EVA, what happened to Ocelot?

EVA
teases Can't get enough of him, huh?

SNAKE
ignores He doesn't trust you.

EVA
I know. So it's me you're worried about, then?

SNAKE
EVA... (You need to take this seriously.)

EVA
I'm fine. I know how to handle him.

EVA
Besides, I think he's got his mind set on someone else right about now.

SNAKE
?

EVA
Figure it out.

Stolen from a safe (2)

SNAKE
EVA, about this explosive...

EVA
The C3?

SNAKE
Yeah. Wasn't this stuff developed in the States?

EVA
That's right.

SNAKE
So where did you get it?

EVA
There's a vault full of Western weapons used for research purposes.

SNAKE
And you stole it from there?

EVA
Yep.

-->EVA's Radio Conversation: Stolen from a safe

The Shagohod data

SNAKE
EVA, that Shagohod data you got from Sokolov...

EVA
Uh huh.

SNAKE
Are you really going to give it to Khrushchev?

EVA
You think I'm going to answer that?

SNAKE
I know I want you to answer me.

EVA
You're asking me for something I can't give you.

SNAKE
...

EVA
Snake, I have a mission to carry out, just like you. Please, try to understand...

SNAKE
...

The button camera

SNAKE
EVA, didn't you take a picture of me when I was about to leave the waterfall cave?

EVA
Oh, that. That's a button-shaped hidden camera developed by the KGB. I use it to take pictures of the fortress and the Shagohod and...

SNAKE
That's not what I wanted to know. Why did you take a picture of me?

EVA
Because I wanted a picture of you.

SNAKE
...

EVA
... If I told you why, would you believe me anyway?

SNAKE
...

•Sigint

Prior to Infiltrating Fortress Again

Liquid fuel

SIGINT
That idea Sokolov had of planting C3 on the liquid fuel tanks... not a bad idea.

SIGINT
The fuel he was referring to is probably UDMH - unsymmetrical dimethyl hydrazine.

SIGINT
It's highly flammable, but difficult to handle. If you can blow it all up at once with C3, it'll take the entire weapons lab with it, no doubt.

SIGINT
But that's only if you manage to plant the C3 in the right place on each tank. So don't screw it up.

•Major

Prior to Infiltrating Hangar

Head for weapons lab east wing

(1)

ZERO

Snake, you've got to destroy the Shagohod. It's located in the hangar in the main wing of the weapons lab.

(2)

Radio Miniscreen Video.

ZERO

To get into the hangar, use the door just inside the main wing as you enter it from the second floor of the east wing.

(3)

ZERO

You can enter the main wing from the west side of the second floor. Head for the main wing.

(4)

ZERO

Start out by heading for the east wing of the weapons lab.

(5)

ZERO

The east wing is to the northeast of your location. Head northeast.

(6)

ZERO

The east wing is to the north of your location. Head north.

Infiltrating fortress again - closed manhole

ZERO

There's a truck parked over the manhole huh? I guess you won't be able to use that anymore.

ZERO

But there's no need for you to go back to the cave anyway. Your goal is to destroy the Shagohod. Head for the hangar in the main wing of the weapons lab.

•EVA

Prior to Infiltrating Hangar

How to get to weapons lab

EVA
The Shagohod is in the hangar of the main wing of the weapons lab.

EVA
You can get into the hangar through the door located at the entrance to the main wing on the second floor of the east wing.

EVA
Hurry!

How to infiltrate weapons lab

EVA
The only way for you to sneak into the east wing of the weapons lab is through the entrance.

EVA
Speaking of which, I sometimes see trucks going in and out through there. If you can sneak onto one of those trucks somehow...

Infiltrating fortress again – current status

SNAKE
EVA, what's your status?

EVA
I'm on my way to the rail bridge.

SNAKE
OK. When you're done planting the C3 on the bridge...

EVA
I know the plan. We'll meet up at the lake. You stay focused, too.

Infiltrating fortress again – Raikov disguise won't work

EVA
Snake, they know you disguised yourself as Raikov to get in last time.

EVA
And besides, you lost the hat, so I don't think the disguise is going to work anymore.

•Major

Prior to Finishing Planting C3s

Plant the C3

(1)

ZERO
Snake, your job is to plant the C3 charges on the liquid fuel tanks.

ZERO
There are four liquid fuel tanks. You need to place a C3 charge on each of them. The tanks should all be located close to the Shagohod.

(2)
*After one C3 planted

ZERO
You've got three more tanks to plant C3 on.

(3)
*After two C3s planted

ZERO
You've still got two more tanks to plant C3 on. Hurry!

(4)
*After three C3s planted

ZERO
One more tank remains. You're almost there.

Watch out for liquid fuel explosions

ZERO
Snake, be careful when you approach the liquid fuel tanks.

ZERO
Apparently even the smallest disturbance will cause them to explode. Don't use firearms near the tanks.

•EVA

Prior to Finishing Planting C3s

Hangar - C3

(1)

EVA

It looks like you made it inside the hangar, huh.

(2)

EVA

Plant the C3 charges on the liquid fuel tanks. There are four tanks in all.

(3)

EVA

If one of the C3 charges you planted is dismantled by the enemy, your mission is over.

EVA

Try to plant the C3 someplace out of the way where it won't be seen.

EVA

If it looks like an enemy is about to find a charge, take him down immediately.

EVA

And if the enemy sees you planting the C3, show's over, folks. So don't plant the charges in Alert Phase. Got it?

(4)

EVA

Once you've finished planting C3 on all four tanks, turn the timer on.

EVA

When the count reaches zero, all of the C3 charges will explode at once.

EVA

Once the timer has started, there's no way to stop it. Make sure you're out of there by the time it reaches zero, got it?

A day off for the scientists

SNAKE

EVA, remember how you said today was a day of rest for the scientists in the hangar?

EVA

Yeah.

SNAKE
What did you mean by that?

EVA
Until yesterday, there were tons of scientists and maintenance personnel working in the hangar.

EVA
But because Volgin was forcing them to work day and night, a lot of the scientists were collapsing from exhaustion.

EVA
So now that the prototype is finished and things are a little less hectic, they gave the scientists a day to rest.

SNAKE
I see.

EVA
If they were still working like that, it would have been impossible for you to sneak into the hangar.

EVA
But this doesn't mean the hangar is completely deserted. I'm pretty sure there are still a few guards and maintenance personnel left. Stay alert.

Hangar - first C3 planted

(1)
*After one C3 planted

EVA
You've planted 1 C3 charge. That leaves 3 more.

(2)

SNAKE
How are things on your end?

EVA
I'm planting the C3 on the rail bridge now. Don't screw up, OK?

SNAKE
Hey, not a problem.

Checking escape route

SNAKE
EVA.

EVA
What's up?

SNAKE
About our escape plan...

EVA
Uh huh...

SNAKE
How exactly are you planning to get to the lake?

EVA
What, don't you trust me?

SNAKE
That's not what I meant.

EVA
OK, then. I'll explain it to you.

EVA
To the north of Groznygrad, there's a forest called Lazorevo.

EVA
The name Lazorevo means "the lush green earth."

EVA
On the other side of Lazorevo is a large forest called Zaozyorje.

EVA
Zaozyorje means "near the lake" in Russian. The lake is just beyond Zaozyorje.

EVA
And the name of that lake is Rokovoj Bereg, "the lake of destiny."

SNAKE
That's where you hid the WIG?

EVA
Yeah. We'll use it to make our getaway.

EVA
Once we've completed our missions, that is.

•Sigint

Prior to Finishing Planting C3s

C3 advice

SIGINT
Snake, you've got to plant that C3 you got from EVA on the liquid fuel tanks.

SIGINT
But you've got just barely enough for the job. Make sure you don't plant it anywhere but on the tanks.

SIGINT
And even if you plant it in the right place, it'll all be for nothing if the enemy finds it. Try to plant the C3 as far away from prying eyes as possible.

SIGINT
Once you've planted all the C3 charges, flip the switch on the detonation timer.

SIGINT
The countdown will start right away. When it hits zero, the whole hangar goes sky-high. You better be out of there before that happens.

Watch out for liquid fuel explosions

SIGINT
Snake, like I told you before, you gotta be careful when you get close to those liquid fuel tanks.

SIGINT
The tanks are full of UDMH - unsymmetrical dimethyl hydrazine. It's used in rocket and missile propulsion systems.

SIGINT
Mess with a tank and BOOM! You're confetti.

SIGINT
So do me a favor, and don't shoot or throw grenades at any of the liquid fuel tanks.

•Major

Colonel Volgin Battle

Volgin battle - basics

ZERO
Snake, watch out for Volgin's electric shock attacks.

ZERO
If you're shocked while equipping a gun, the bullets inside the magazine will ignite and the gun will explode!

ZERO
But he should be vulnerable just after launching a series of shock attacks. Avoid the attacks and either shoot him from his blind side, or engage him directly with punches or CQC.

ZERO
And don't forget that the timer is still ticking on the C3 detonators. When it reaches zero, it's all over. You've got to finish him off before then!

Volgin battle - time bombs

ZERO
Snake, don't forget that the timer is still ticking on the C3 detonators.

ZERO
You must defeat Volgin and escape from the hangar before that count reaches zero. Get to it!

Volgin battle - Ocelot

ZERO
Snake, don't concern yourself with Ocelot up there. Concentrate on defeating Volgin!

Volgin battle - after announcement

After announcement over the loudspeakers about the C3 being discovered

SNAKE
Major, they found the C3...

ZERO
I heard.

ZERO
But I don't think they've found all of them yet. And even if they have found them, they may not be able to disarm them.

ZERO
Don't worry about the C3. Concentrate on defeating Volgin!

Volgin battle - you're nearly out of time

*If there's under 1 minute remaining

ZERO
Snake, look at the countdown timer. The bombs are about to explode! Hurry and finish him off!!

•Para-Medic

Colonel Volgin Battle

Volgin battle - electrical paralysis

PARA-MEDIC
If you get hit by one of Volgin's electric shock attacks, you'll be temporarily paralyzed. Be careful!

Volgin battle - electrical burns

PARA-MEDIC
Volgin's electric attacks are intense. If he attacks you at point-blank range, you could get burned.

PARA-MEDIC
If you get burned, go into the Survival Viewer and treat it using "CURE"!

Volgin battle - total body electrical discharges

PARA-MEDIC
When Volgin is discharging electricity from his body, you'll get electrocuted just by touching him. So you can't grab him with CQC.

PARA-MEDIC
When Volgin isn't discharging electricity, however, that's your chance to use CQC.

PARA-MEDIC
Attack Volgin whenever you see an opening.

Volgin battle - Raiden mask

(1)

PARA-MEDIC
Snake what if you put on that mask? You might just be able to shake Volgin up! (If the player puts on the disguise mask resembling Volgin's lover, Raikov, Volgin will be reminded of him and momentarily hesitate.)

(2)

SNAKE
Shake him up? Why!?

PARA-MEDIC
Never mind. Just do it!

Volgin battle - frogs

*If player has a tree frog

(1)

PARA-MEDIC
Snake, Volgin said he hates rain, right? If you show him something that reminds him of rain, it might shake him up a little.

(2)

PARA-MEDIC
How about a tree frog?

Volgin battle - time's running out

PARA-MEDIC
Snake, you're running out of time! The C3 is about to explode!! Hurry up and defeat Volgin!!

•Sigint

Colonel Volgin Battle

Volgin battle - vulnerable after electrical attacks

SIGINT
After Volgin unleashes his electric shock attack, you'll have a split-second opening. Use it to attack him!

Volgin battle - weapons will explode from electrical attacks

SIGINT
Watch out for Volgin's electric shock attacks! If he shocks you when you've got a gun equipped, the ammo in the magazine's gonna ignite and the gun will explode.

SIGINT
Either fight without a gun equipped, or quickly press the Weapon Window Button to unequip your weapon when you're about to get zapped.

Volgin battle - Bullet Punches

SIGINT
Volgin uses a technique where he holds a rifle bullet between his fingers and punches his opponent while simultaneously causing the bullet to explode with an electric shock.

SIGINT
It's a punch, an electric shock, and a rifle shot all rolled up into one. You've seen the damage it can do - it'll tear you apart if it connects. Dodge and weave, Snake!

Volgin battle - gunfire

SIGINT
Volgin can use an electric shock to detonate the gunpowder inside an ammunition cartridge. In other words, he can fire a bullet with his bare hands.

SIGINT
If he starts to ignite bullets in your direction, take cover! You'll get nailed if you just stand there!

Volgin battle - electrical attack barrier

SIGINT
Volgin seems to be deflecting bullets away by wrapping a powerful electromagnetic field around his body.

SIGINT
You won't hit him if you fire at him from the front. If you're going to attack him with a gun, do it from the side or the back.

Volgin battle - chaff

SIGINT
Snake, try using a chaff grenade. The metal foil it scatters into the air should dissipate electric shocks and make them less painful.

Volgin battle - time's running out

SIGINT
Snake, time is running out! Hurry up and take him down!

•Major

Prior to Reaching Rail Bridge

Why the C3 didn't blow up the hangar

(1)

SNAKE
Major.

ZERO
Snake, are you all right!?

SNAKE
Yeah.

(2)

ZERO
The explosion went off successfully.

SNAKE
Yeah, but the hangar is still standing.

-->Sigint Radio Conversation: Why the C3 didn't blow up the hangar (2)

Sidecar - you don't have to take them all out

ZERO
Snake, your ultimate objective is to escape. There's no need to defeat every last enemy.

ZERO
Rather than attacking the enemies you've put behind you, focus on dispatching the ones that are blocking the way in front of you.

Sidecar - keep an eye on EVA

ZERO
Snake, keep an eye on EVA's LIFE as well. If she is killed, you're finished.

ZERO
Make sure you don't shoot EVA by mistake!

Sidecar - watchtowers

ZERO
Watch out for those guard towers. You don't want them sniping at you from above. If you see an enemy in one of the guard towers, take him out first!

Sidecar - first person attacks

ZERO
The enemy will be coming at you from all sides - front and back, left and right. Use First Person View to take them out. Listen closely to what EVA tells you!

Sidecar - obstacles

ZERO
Snake, you must destroy all the objects that block the sidecar's path. Do as EVA tells you!

Sidecar - attacked EVA

ZERO
Snake! Why are you attacking EVA!?

PARA-MEDIC
What were you thinking!? I thought you were better than that!

SIGINT
I can't believe you, man!! You got a lot of nerve pulling something like that!

ZERO
Pull yourself together and focus on the enemy! That's an order!!

Sidecar - use the drums

ZERO
You can blow up the drums placed throughout the fortress by shooting them. That should trip the enemy up a bit. Aim for the drums!

Sidecar - before the runway

ZERO
It looks like the Shagohod's fallen quite far behind. You're in the barracks area now. In just a few moments, you'll come upon Groznyj Grad's northern runway.

ZERO
Keep going! You're almost there!

Sidecar - Shagohod

*When calling from the runway

(1)

SNAKE
Major, the Shagohod...! (It's coming.)

ZERO
Yes, I know.

(2)

ZERO
Pummel the Shagohod with the RPG-7! Even if you can't destroy it, you should at least be able to slow it down. Whatever you do, don't let it catch up to you!!

Sidecar - head for the rail bridge

(1)

SNAKE
Major, we're about to head for the rail bridge.

ZERO
So I heard. You're going to take out the bridge and the Shagohod with it, eh? Nice plan.

(2)

ZERO
Let EVA do the driving. Concentrate on fending off your pursuers. You've got to make it to that bridge somehow!

(3)
*Second and subsequent times - before dialogue about destroying the bridge and dropping the Shagohod into the canyon

ZERO
Snake, if you can take out the Shagohod that Volgin is in, the world will be safe from that monstrosity of a weapon.

ZERO
But you won't to be able to take it down with the weapons you have on you. You have to come up with something else. It's time to rethink your plan of attack.

ZERO
First, get out of there. You need to shake your pursuers.

(4)

ZERO
Snake, leave the driving to EVA.

ZERO
You concentrate on fending off your pursuers and clearing the way for her.

ZERO
Don't worry about running out of ammunition - the sidecar seems to be loaded with plenty of it. Use First Person View to eliminate your attackers!

(5)
*Second and subsequent times - after dialogue about destroying the bridge and dropping the Shagohod into the canyon

ZERO
Snake, if you can take out the Shagohod that Volgin is in at the bridge, the world will be safe from that monstrosity of a weapon.

ZERO
Now hurry up and get to the bridge!

Sidecar - runway

ZERO
Good, you've reached the runway. The rail bridge is just up ahead. You've got to hold on until you reach the bridge!

Sidecar - runway Shagohod

ZERO
Snake, the Shagohod is coming up behind you! It'll overtake you unless you do something!

ZERO
Attack it with the RPG-7! You might not be able to destroy it, but you can certainly slow it down!

•Para-Medic

Prior to Reaching Rail Bridge

Sidecar - general

PARA-MEDIC
Snake, the enemy is hot in pursuit. If they catch up to you, you're dead! You've got to get away from them!!

Sidecar - LIFE recovery

PARA-MEDIC
While you're riding in the sidecar, lying down won't cause your LIFE to recover gradually like usual.

PARA-MEDIC
If you need to restore LIFE, use the LIFE medicine!

Sidecar - EVA's LIFE recovery

PARA-MEDIC
You can treat EVA's wounds by selecting "EVA" from the "CURE" screen in the Survival Viewer. If she gets injured, see to her right away. Got it?

•Sigint

Prior to Reaching Rail Bridge

Sidecar - get outta there

SIGINT
Snake, leave the driving to EVA and focus on attacking.

SIGINT
Use First Person View to pick off the enemies around you.

Sidecar - sidecar enemies

SIGINT
If you've got a sidecar on your tail, you should take out the enemy in the side seat first. That'll take a big chunk out of its firepower.

Sidecar - Shagohod machine guns

SIGINT
The Shagohod's machine gun has some wicked firepower. But you should be able to mess with its targeting system by shooting at the gun itself.

SIGINT
If the machine gun starts strafing you, return fire!

Sidecar - Shagohod missile A

SIGINT
The Shagohod's missiles are radio-guided. You can disable the guidance system with a chaff grenade. Try it out!

SIGINT
If it's too late to use chaff, shoot it down with your gun. I know that sounds kind of crazy, but if anyone can do it, you can!

Sidecar - Shagohod ramming attack

SIGINT
If the Shagohod tries to bump into you, hammer on it with the RPG-7 or a grenade!

SIGINT
Even if you can't destroy it, you should at least be able to trip it up a little!

Why the C3 didn't blow up the hangar

(1)

SIGINT
Snake, the C3 exploded without a hitch.

SNAKE
Yeah, but the hangar is still intact.

(2)

SIGINT
The explosion was smaller than what we had hoped for because the fuel tanks didn't catch on fire.

SNAKE
But the fuel tanks were definitely... (blown up)

SIGINT
Remember how the enemy spotted the C3 while you were busy with Volgin?

SIGINT
They must have called in the EOD to remove the fuel from the tanks then.

SIGINT
But still, the C3 alone should've been enough to take out the manufacturing line.

SIGINT
That'll probably be the last one they'll ever make. You succeeded in preventing its mass production.

(3)
*If player called Sigint

SIGINT
Now you just have to do something about the one that Volgin is riding in. It's all yours!

•Major

Prior to Destroying Rail Bridge

Rail bridge - shoot

(1)

ZERO
Snake, when the Shagohod approaches the bridge, that's your cue to start sniping the C3 bombs planted on the struts.

(2)

ZERO
Use the SVD.

Rail bridge - C3 locations

(1)

ZERO
The C3 bombs are planted on the support beams on the front center side of the bridge.

(2)
*Normal difficulty

ZERO
There appears to be a total of two bombs.

*Hard difficulty

ZERO
EVA appears to have planted three bombs.

*Extreme difficulty

ZERO
EVA has planted a total of four bombs.

(3)
*If there are 3 C3s left

ZERO
Three more to go.

(4)
*If there are 2 C3s left

ZERO
Two more to go.

(5)
*If there is 1 C3 left

ZERO
One more left.

(6)

ZERO
Concentrate on your target. You must destroy the bridge before the Shagohod makes it across!

Rail bridge - timing

ZERO
You'll be crushed if the Shagohod makes it across the bridge. On the other hand, if you blow it up it too early, the plan will be a failure.

ZERO
Wait until the Shagohod is on top of the rail bridge to shoot the C3 bombs and destroy it.

Rail bridge - time is almost up

ZERO
Hurry, Snake! The Shagohod is about to reach the other side! Shoot the C3 bombs, quickly!!

•Para-Medic

Prior to Destroying Rail Bridge

Rail bridge sniping - general

PARA-MEDIC
Snake, you have to shoot all those C3 charges before the Shagohod gets across the bridge. Aim carefully!

Rail bridge sniping - Pentazemin (1)

*If player has Pentazemin

PARA-MEDIC
You can take pentazemin to keep your hands from shaking.

Rail bridge sniping - down to the wire

PARA-MEDIC
Snake! The Shagohod (is going to cross the bridge)!! There's no time left!! Blow up the bridge, quick!!

•Sigint

Prior to Destroying Rail Bridge

Rail bridge sniping - shoot

(1)

SIGINT
Snake, snipe the C3 bombs planted on the rail bridge to blow it up.

(2)

SIGINT
Normally, C3 is a chemically stable material. It's only when it receives a shock from the outside that it turns into an explosive.

SIGINT
EVA's probably set those bombs up with detonators so they go off when they're disturbed by something.

SIGINT
She must have done it to prevent them from being disarmed. Man, she thought of everything.

(3)

SIGINT
Shooting those C3 bombs should set off the detonators and take the bridge down.

SIGINT
Either the SVD or the RPG-7 would be good for this job. If you're really a hot shot, you can use an assault rifle or a handgun, too.

SIGINT
Just don't let me catch you using a tranquilizer gun.

SIGINT
Clear your mind and focus on making the shot.

Rail bridge sniping - time's running out

SIGINT
Snake, the Shagohod is about to cross the bridge! There's no time to lose! Hurry up and snipe those bombs!

•Major

Shagohod Battle

Shagohod battle 1 - basics

(1)

ZERO

Snake, the rear frame of the Shagohod was destroyed when the bridge collapsed. The backside of the front frame is now exposed.

(2)

ZERO

Even the Shagohod is bound to have less armor plating on its backside. I'm sure you can penetrate it with the RPG-7.

ZERO

Attack the Shagohod from behind with the RPG-7!

Shagohod battle 1 - its "feet"

(1)

ZERO

The area around the Shagohod's underbody seems to have sustained heavy damage as well.

ZERO

By hitting its base with the RPG-7 or a grenade, you can force it to change direction.

ZERO

That will surely make it easier to get behind it. Aim for the base!

(2)

ZERO

Watch out when you attack the Shagohod's feet. You might get trampled if you get too close.

ZERO

Only attack its feet from a distance.

•Para-Medic

Shagohod Battle

Shagohod battle - EVA

PARA-MEDIC
Snake, pay attention to EVA's LIFE gauge. Make sure you don't attack her by mistake!

Shagohod battle - serious injuries

PARA-MEDIC
The Shagohod's weapons are deadly. You're likely to get seriously hurt if you get caught in its sights.

PARA-MEDIC
If you get injured, go into the Survival Viewer and take care of it immediately!

•Sigint

Shagohod Battle

Both Shagohod battles - machine guns

SIGINT
The machine gun on that thing is deadly. But you can force him to break off his attack by firing the RPG-7 at the body of the Shagohod.

SIGINT
If he starts strafing you with the machine gun, pump a rocket into the Shagohod before you get turned into Swiss cheese.

Both Shagohod battles - big machine gun

SIGINT
The armor on that thing is rock solid, but you can compromise it if you hit it with a rocket to the inside.

SIGINT
Every time he uses the heavy machine gun, the armor cover opens up. Aim for that opening!

Shagohod battle - drills

SIGINT

When he rams into you with that drill, he's got a lot of weight behind him. It does serious damage.

SIGINT

If the Shagohod tries to ram you, shoot it with the RPG-7 to trip it up!

Both Shagohod battles - missiles

SIGINT

The Shagohod's guided missiles seem to be using an infrared detection system.

SIGINT

If you throw a white phosphorus grenade and create a heat concentration, the missile should be fooled into going that way.

•Major

Colonel Volgin Battle (2nd)

Shagohod battle 2 - basics

(1)

ZERO

Snake, it looks like Volgin is using his own electricity to power the Shagohod now.

ZERO

Attacking the Shagohod itself at this point will have little effect. You need to aim for Volgin himself!

(2)

ZERO

If you attack Volgin from the front, he'll simply deflect the bullet with his electromagnetic field. Target him from the back and sides!

Shagohod battle 2 - aim for its "feet"

ZERO

You should be able to slow the Shagohod's movement by attacking its base. Aim for the base and immobilize it!

Shagohod battle 2 - gun emplacements

ZERO
There's a gun emplacement and an anti-aircraft cannon over there. They should deal a fair bit of damage to him as well. But stay there too long, and you make yourself an easy target.

ZERO
If the Shagohod draws too close, get away from the emplacement immediately.

Shagohod battle 2 - EVA

ZERO
Snake, pay attention to EVA's LIFE as well. If she dies, you won't be able to complete your mission.

ZERO
Don't let EVA get caught in the crossfire by mistake, or there'll be hell to pay!

•Sigint

Colonel Volgin Battle (2nd)

Shagohod battle 2 - Volgin

SIGINT
Don't try to shoot at Volgin from the front. He'll just deflect it with that electromagnetic field of his.

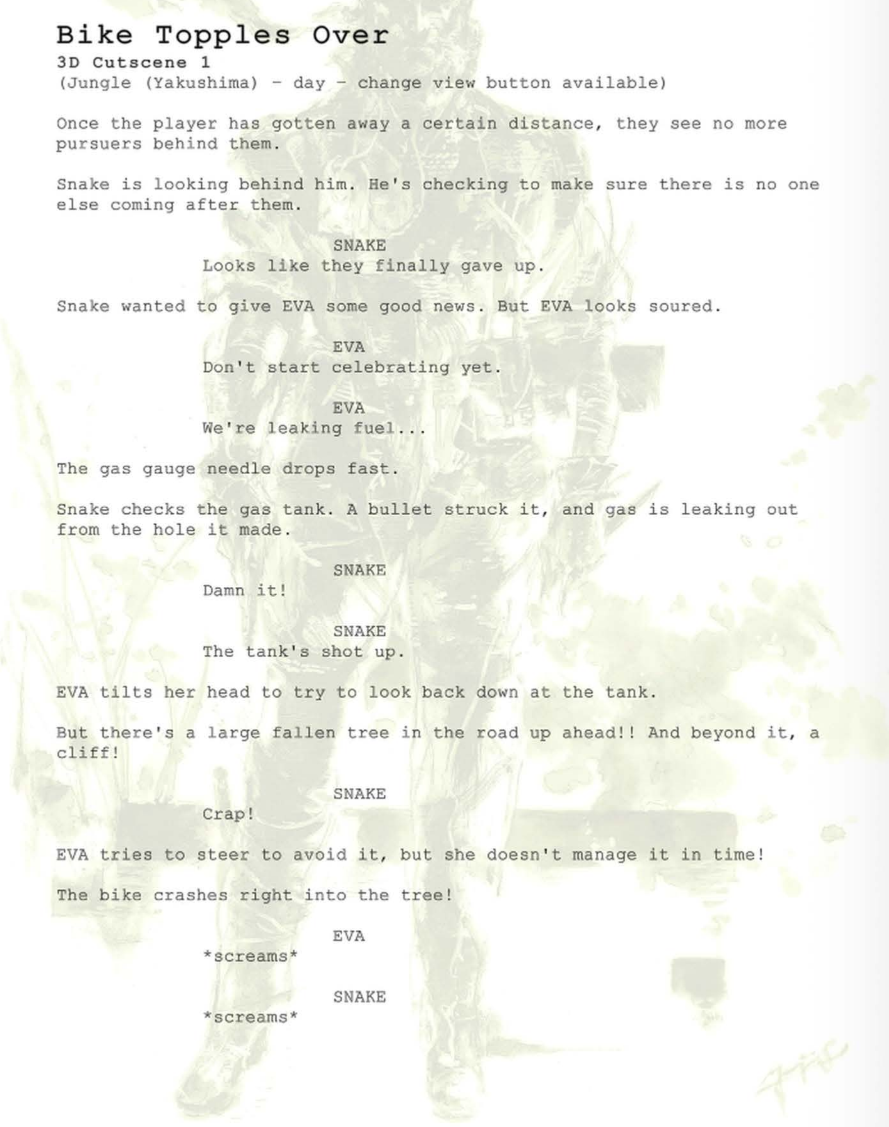
SIGINT
Get around behind or to the side of the Shagohod and shoot at Volgin from there!

SECTION 7

After End of Colonel Volgin Battle

– Prior to Ending

ヴォルギン大佐戦終了後～エンディング前



Snake and EVA have defeated the Shagohod and Volgin. They jump back onto the bike and sidecar and race off to the lake where their escape aircraft and The Boss are waiting, but enemy teams are after them. The bike goes hurtling through the jungle as Snake and EVA get into intense firefights with their pursuers. Eventually, though, they look back and discover no sign of them.

Bike Topples Over

3D Cutscene 1

(Jungle (Yakushima) - day - change view button available)

Once the player has gotten away a certain distance, they see no more pursuers behind them.

Snake is looking behind him. He's checking to make sure there is no one else coming after them.

SNAKE
Looks like they finally gave up.

Snake wanted to give EVA some good news. But EVA looks soured.

EVA
Don't start celebrating yet.

EVA
We're leaking fuel...

The gas gauge needle drops fast.

Snake checks the gas tank. A bullet struck it, and gas is leaking out from the hole it made.

SNAKE
Damn it!

SNAKE
The tank's shot up.

EVA tilts her head to try to look back down at the tank.

But there's a large fallen tree in the road up ahead!! And beyond it, a cliff!

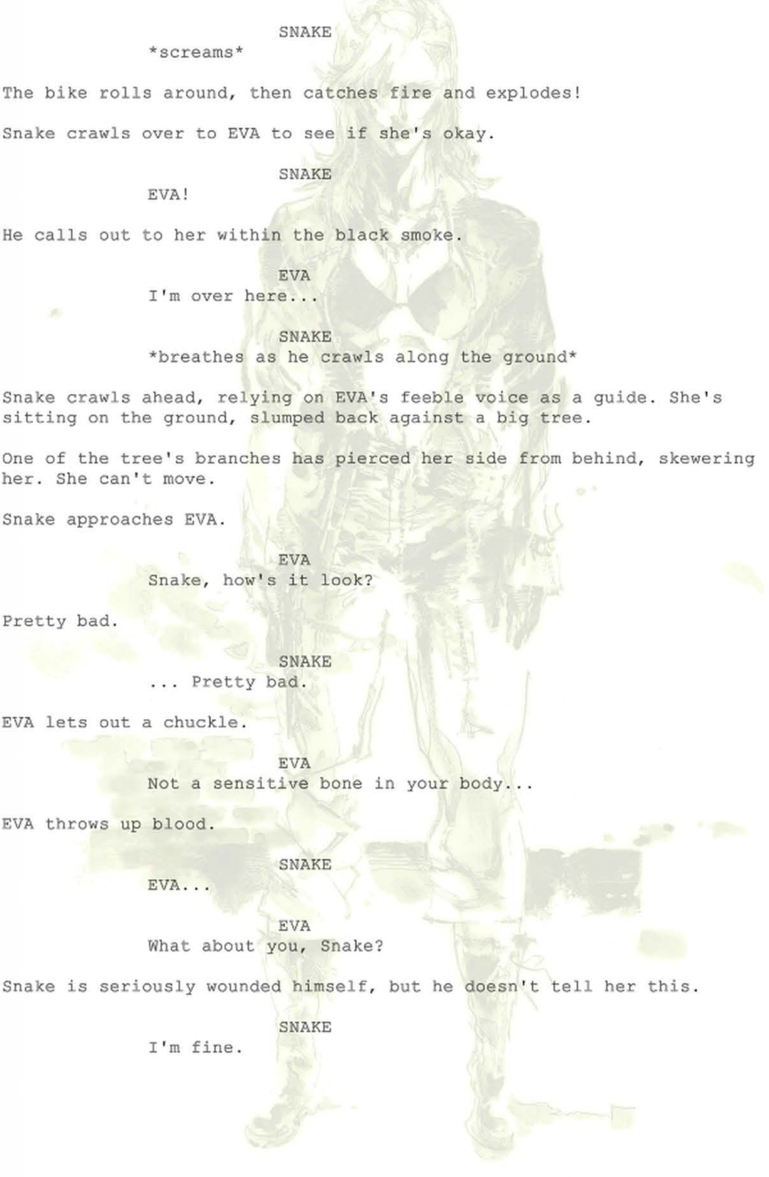
SNAKE
Crap!

EVA tries to steer to avoid it, but she doesn't manage it in time!

The bike crashes right into the tree!

EVA
screams

SNAKE
screams



The bike does a big bounce, throwing EVA and Snake off it.

They fall to the bottom of the precipice!

Snake slams into a tree! He's hurt pretty bad.

SNAKE
screams

The bike rolls around, then catches fire and explodes!

Snake crawls over to EVA to see if she's okay.

SNAKE
EVA!

He calls out to her within the black smoke.

EVA
I'm over here...

SNAKE
breathes as he crawls along the ground

Snake crawls ahead, relying on EVA's feeble voice as a guide. She's sitting on the ground, slumped back against a big tree.

One of the tree's branches has pierced her side from behind, skewering her. She can't move.

Snake approaches EVA.

EVA
Snake, how's it look?

Pretty bad.

SNAKE
... Pretty bad.

EVA lets out a chuckle.

EVA
Not a sensitive bone in your body...

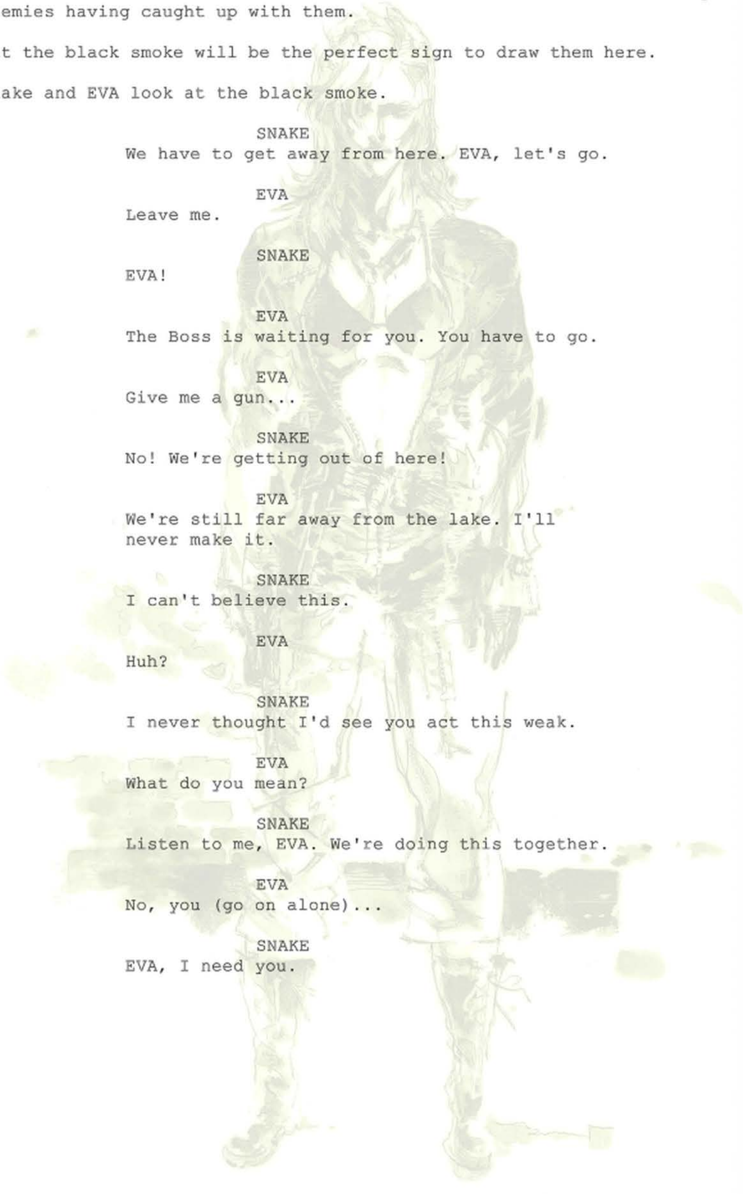
EVA throws up blood.

SNAKE
EVA...

EVA
What about you, Snake?

Snake is seriously wounded himself, but he doesn't tell her this.

SNAKE
I'm fine.



EVA
That's good to hear...

Snake looks around. The sheer cliff is behind them. He can't see any enemies having caught up with them.

But the black smoke will be the perfect sign to draw them here.

Snake and EVA look at the black smoke.

SNAKE
We have to get away from here. EVA, let's go.

EVA
Leave me.

SNAKE
EVA!

EVA
The Boss is waiting for you. You have to go.

EVA
Give me a gun...

SNAKE
No! We're getting out of here!

EVA
We're still far away from the lake. I'll never make it.

SNAKE
I can't believe this.

EVA
Huh?

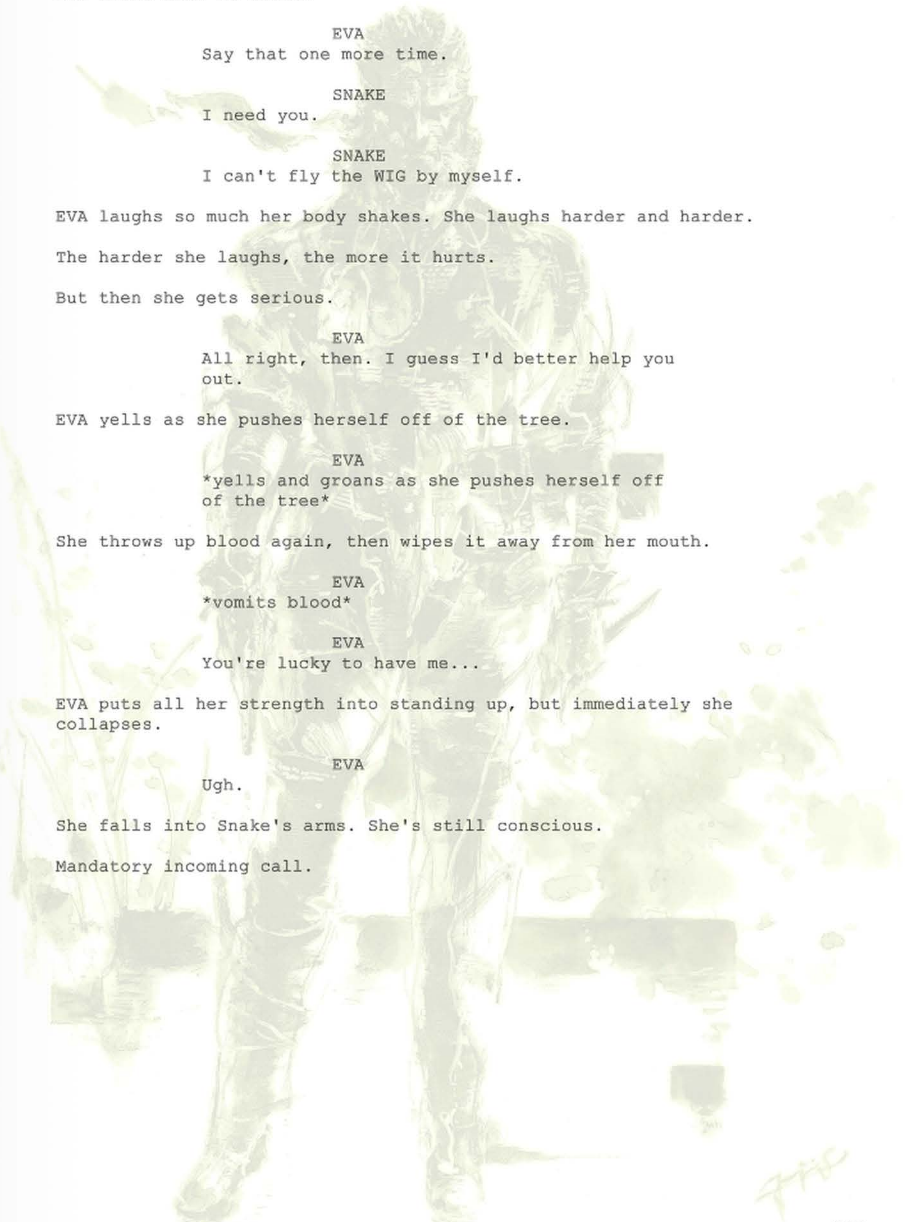
SNAKE
I never thought I'd see you act this weak.

EVA
What do you mean?

SNAKE
Listen to me, EVA. We're doing this together.

EVA
No, you (go on alone)...

SNAKE
EVA, I need you.



EVA looks hard at Snake.

EVA
Say that one more time.

SNAKE
I need you.

SNAKE
I can't fly the WIG by myself.

EVA laughs so much her body shakes. She laughs harder and harder.

The harder she laughs, the more it hurts.

But then she gets serious.

EVA
All right, then. I guess I'd better help you out.

EVA yells as she pushes herself off of the tree.

EVA
yells and groans as she pushes herself off of the tree

She throws up blood again, then wipes it away from her mouth.

EVA
vomits blood

EVA
You're lucky to have me...

EVA puts all her strength into standing up, but immediately she collapses.

EVA
Ugh.

She falls into Snake's arms. She's still conscious.

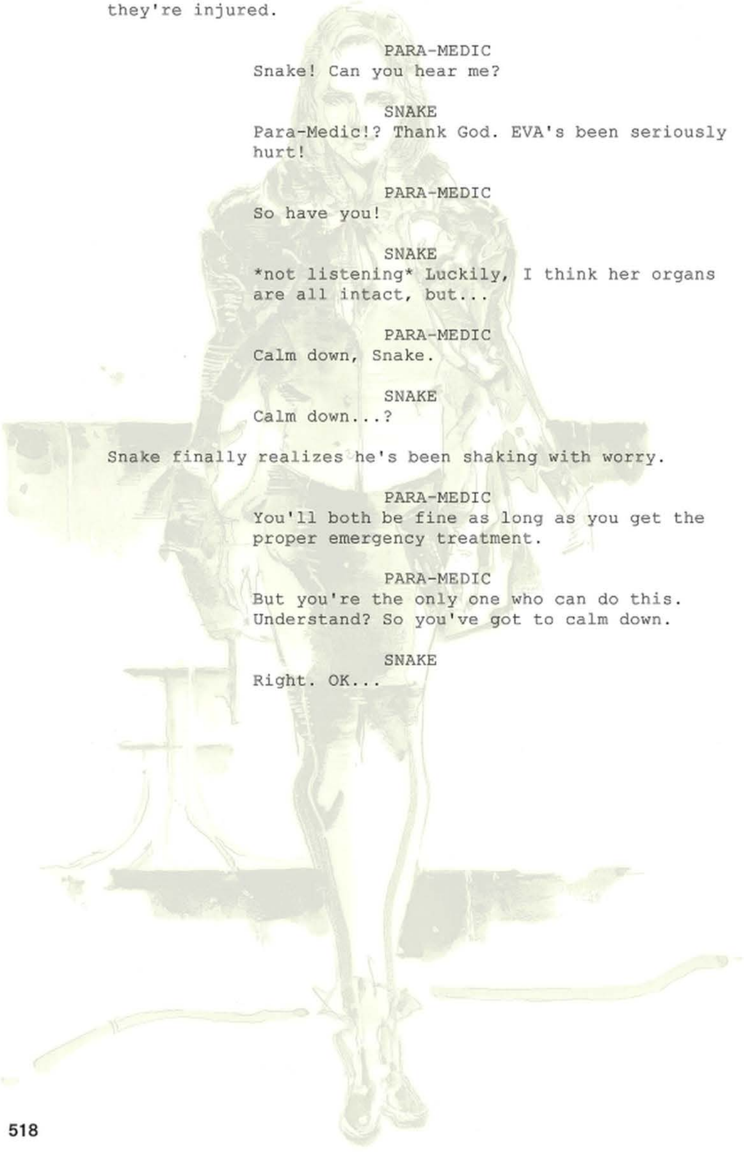
Mandatory incoming call.

Bike Topples Over

Radio Call 1

(mandatory incoming call)

It's Para-Medic. She's calling to inform Snake and EVA how seriously they're injured.



PARA-MEDIC
Snake! Can you hear me?

SNAKE
Para-Medic!? Thank God. EVA's been seriously hurt!

PARA-MEDIC
So have you!

SNAKE
not listening Luckily, I think her organs are all intact, but...

PARA-MEDIC
Calm down, Snake.

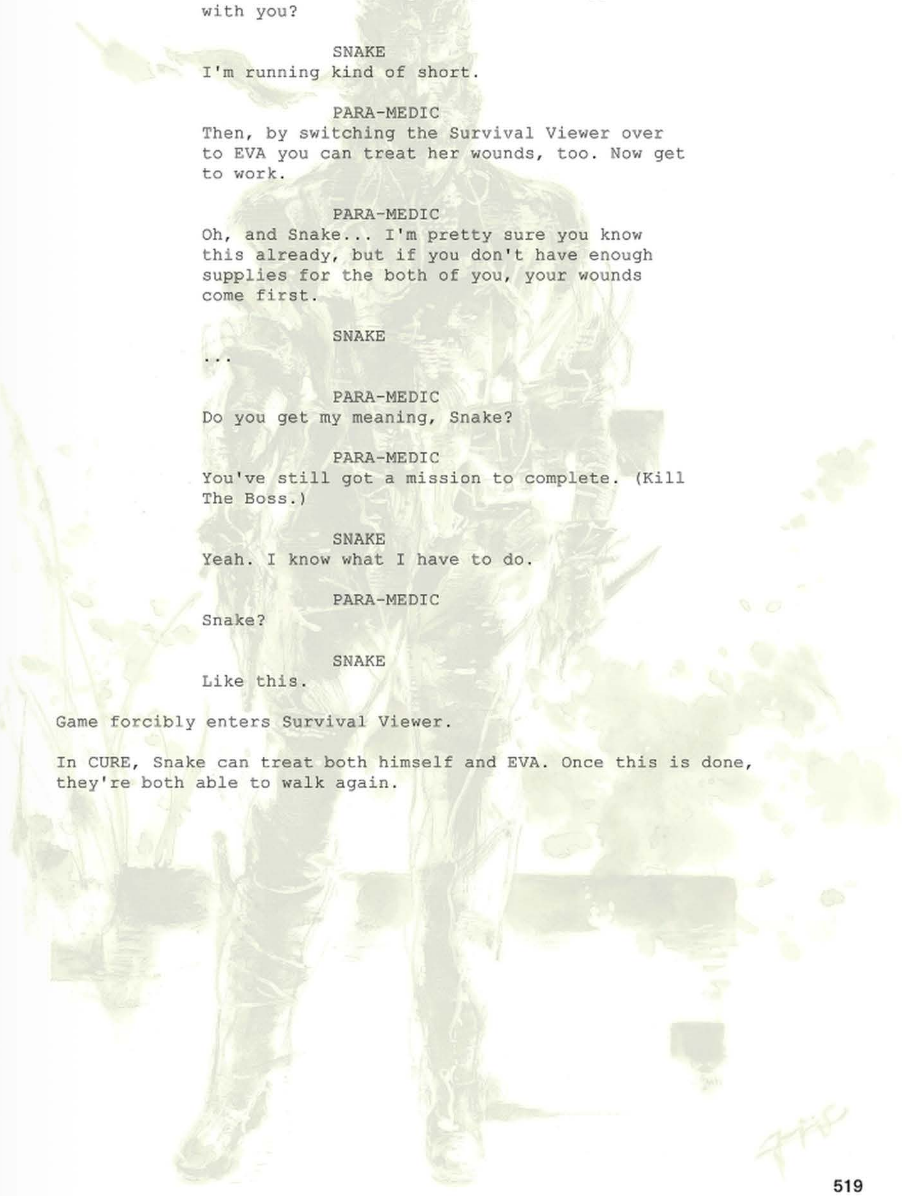
SNAKE
Calm down...?

Snake finally realizes he's been shaking with worry.

PARA-MEDIC
You'll both be fine as long as you get the proper emergency treatment.

PARA-MEDIC
But you're the only one who can do this. Understand? So you've got to calm down.

SNAKE
Right. OK...



PARA-MEDIC
OK. Now, let's open up the Survival Viewer and treat the injury. Do you have supplies with you?

SNAKE
I'm running kind of short.

PARA-MEDIC
Then, by switching the Survival Viewer over to EVA you can treat her wounds, too. Now get to work.

PARA-MEDIC
Oh, and Snake... I'm pretty sure you know this already, but if you don't have enough supplies for the both of you, your wounds come first.

SNAKE
...

PARA-MEDIC
Do you get my meaning, Snake?

PARA-MEDIC
You've still got a mission to complete. (Kill The Boss.)

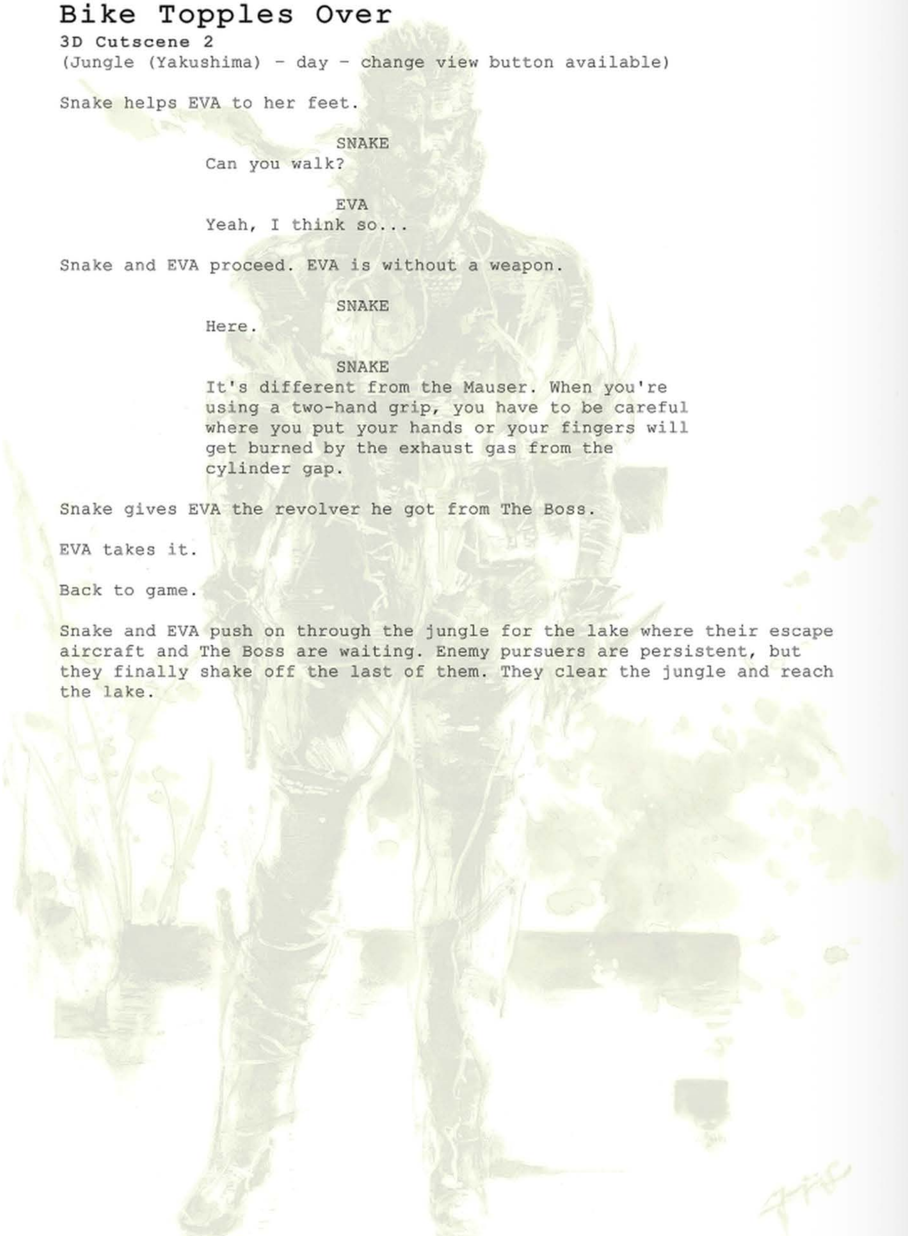
SNAKE
Yeah. I know what I have to do.

PARA-MEDIC
Snake?

SNAKE
Like this.

Game forcibly enters Survival Viewer.

In CURE, Snake can treat both himself and EVA. Once this is done, they're both able to walk again.



Bike Topples Over

3D Cutscene 2

(Jungle (Yakushima) - day - change view button available)

Snake helps EVA to her feet.

SNAKE
Can you walk?

EVA
Yeah, I think so...

Snake and EVA proceed. EVA is without a weapon.

SNAKE
Here.

SNAKE
It's different from the Mauser. When you're using a two-hand grip, you have to be careful where you put your hands or your fingers will get burned by the exhaust gas from the cylinder gap.

Snake gives EVA the revolver he got from The Boss.

EVA takes it.

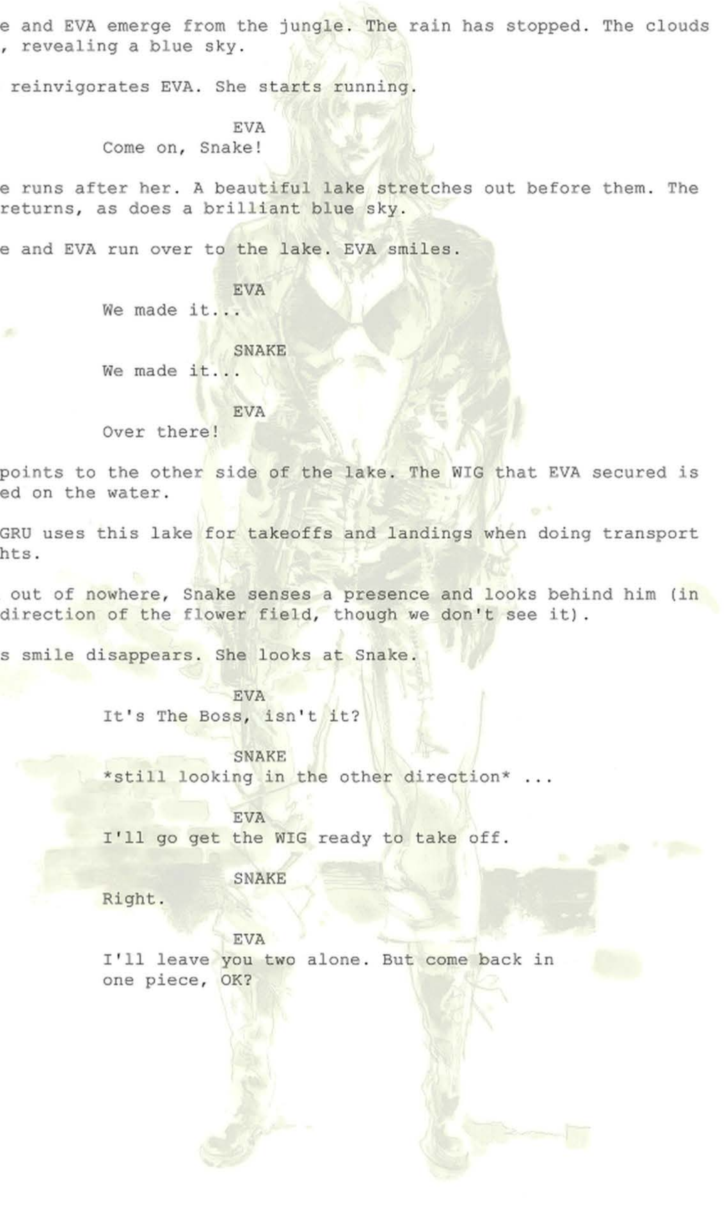
Back to game.

Snake and EVA push on through the jungle for the lake where their escape aircraft and The Boss are waiting. Enemy pursuers are persistent, but they finally shake off the last of them. They clear the jungle and reach the lake.

Prior to The Boss Battle

3D Cutscene 1

(Lake - clear skies - change view button available)



Snake and EVA emerge from the jungle. The rain has stopped. The clouds pass, revealing a blue sky.

This reinvigorates EVA. She starts running.

EVA
Come on, Snake!

Snake runs after her. A beautiful lake stretches out before them. The sun returns, as does a brilliant blue sky.

Snake and EVA run over to the lake. EVA smiles.

EVA
We made it...

SNAKE
We made it...

EVA
Over there!

EVA points to the other side of the lake. The WIG that EVA secured is moored on the water.

The GRU uses this lake for takeoffs and landings when doing transport flights.

From out of nowhere, Snake senses a presence and looks behind him (in the direction of the flower field, though we don't see it).

EVA's smile disappears. She looks at Snake.

EVA
It's The Boss, isn't it?

SNAKE
still looking in the other direction ...

EVA
I'll go get the WIG ready to take off.

SNAKE
Right.

EVA
I'll leave you two alone. But come back in one piece, OK?

EVA looks hard at Snake, a blank expression on her face.

She heads for the pier.

EVA stops and shouts back at Snake.

EVA

Promise me!

Snake turns around to face the flower field and starts walking.

He pushes his way through grass at the edge of the lake.

After continuing on a little more, he comes to a field full of flowers (poppies?).

The field is packed with pure white flowers, about knee-height, blooming profusely. Snake steps into the field.

Then, from behind him is a thunderous roar.

SNAKE

!

He looks back. Way off in the distance, where the fortress was, he sees a mushroom cloud from a nuclear detonation.

Then the shockwave arrives!! Snake braces himself as it hits him.

SNAKE

endures the shockwave

Flowers of the field are kicked up into the air all at once. From here on, they fall from the sky like dancing snowflakes. Snake looks up at the sky.

THE BOSS

Life's end... Isn't it beautiful?

He hears The Boss' voice. She's talking about herself as well.

THE BOSS

It's almost tragic...

Snake turns around. The Boss is standing in the flower field.

If the player looks in First Person View, they can see The Sorrow next to her, his hood down.

The Boss looks up a little and breathes in through her nose. (She's smelling the falling flowers.)

THE BOSS
smells

THE BOSS
When life ends, it gives off a final, lingering aroma (energy)...

THE BOSS
Light is but a farewell gift from the darkness to those on their way to die.

The Boss has on her cloak. The scattered petals fall everywhere.

THE BOSS
I've been waiting, Snake... for a long time.

THE BOSS
Waiting for your birth, your growth... and the finality of today...

SNAKE
Boss...

Snake asks The Boss a question, but this question is also directed at himself.

SNAKE
Why are you doing this?

THE BOSS
Why?

THE BOSS
To make the world one again.

The Boss begins to talk about outer space and her ideals.

THE BOSS
The world used to be whole. But with the end of the Second World War, the Philosophers began to fight amongst themselves, and the world was torn apart.

THE BOSS
The Cobras, my comrades, who trained and fought alongside me, were torn apart as well. The foibles of politics and the march of time can turn friends into enemies just as easily as the wind changes.

THE BOSS
Ridiculous, isn't it? Yesterday's ally becomes today's opposition. And this Cold War? Think back... When I was leading the Cobras, America and Russia were fighting together.

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The foibles of politics and the march of time
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as the wind changes.

THE BOSS
Ridiculous, isn't it? Yesterday's ally
becomes today's opposition. And this Cold
War? Think back... When I was leading the
Cobras, America and Russia were fighting
together.

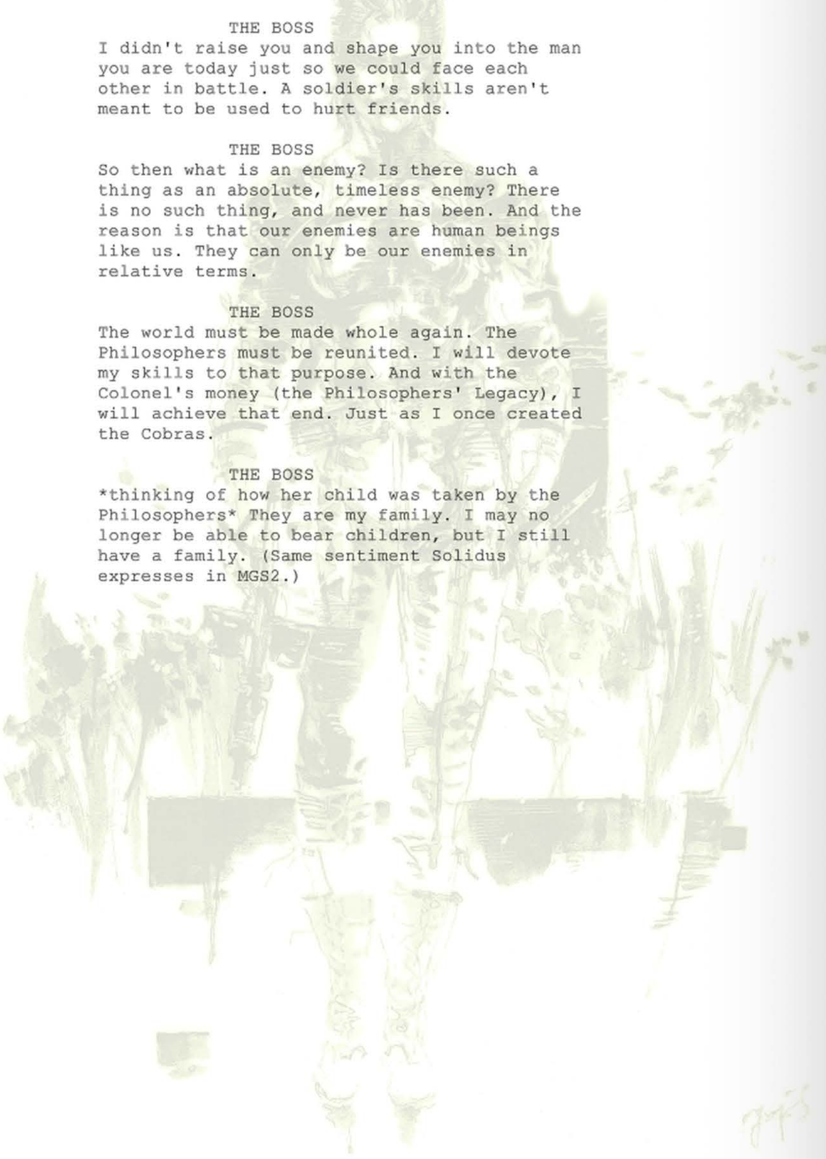
THE BOSS
Now consider whether America and Russia will still be enemies in the 21st century. Somehow, I doubt it. Enemies change along with the times, the flow of the ages. And we soldiers are forced to play along...

THE BOSS
I didn't raise you and shape you into the man you are today just so we could face each other in battle. A soldier's skills aren't meant to be used to hurt friends.

THE BOSS
So then what is an enemy? Is there such a thing as an absolute, timeless enemy? There is no such thing, and never has been. And the reason is that our enemies are human beings like us. They can only be our enemies in relative terms.

THE BOSS
The world must be made whole again. The Philosophers must be reunited. I will devote my skills to that purpose. And with the Colonel's money (the Philosophers' Legacy), I will achieve that end. Just as I once created the Cobras.

THE BOSS
thinking of how her child was taken by the Philosophers They are my family. I may no longer be able to bear children, but I still have a family. (Same sentiment Solidus expresses in MGS2.)



Prior to The Boss Battle

Movie Cutscene 1

(real footage)

Footage of Nevada nuke testing.

The Boss took part in the atomic test that occurred on November 1, 1951 in the Nevada desert, where she was exposed to significant amounts of radiation and developed leukemia as a result. (As of 1964, when the game takes place, she doesn't have long to live.)

THE BOSS
It was November 1st, 1951. I was in the Nevada desert participating in atomic testing.

THE BOSS
The name "Nevada" is derived from Spanish... "covered in snow... white as snow."

THE BOSS
And snow is exactly what I saw in that Nevada desert.

THE BOSS
It froze my blood white.

THE BOSS
Snake... you were an atomic test subject, weren't you? On Bikini Atoll.

THE BOSS
That's part of the reason I was drawn to you. You and I are alike.

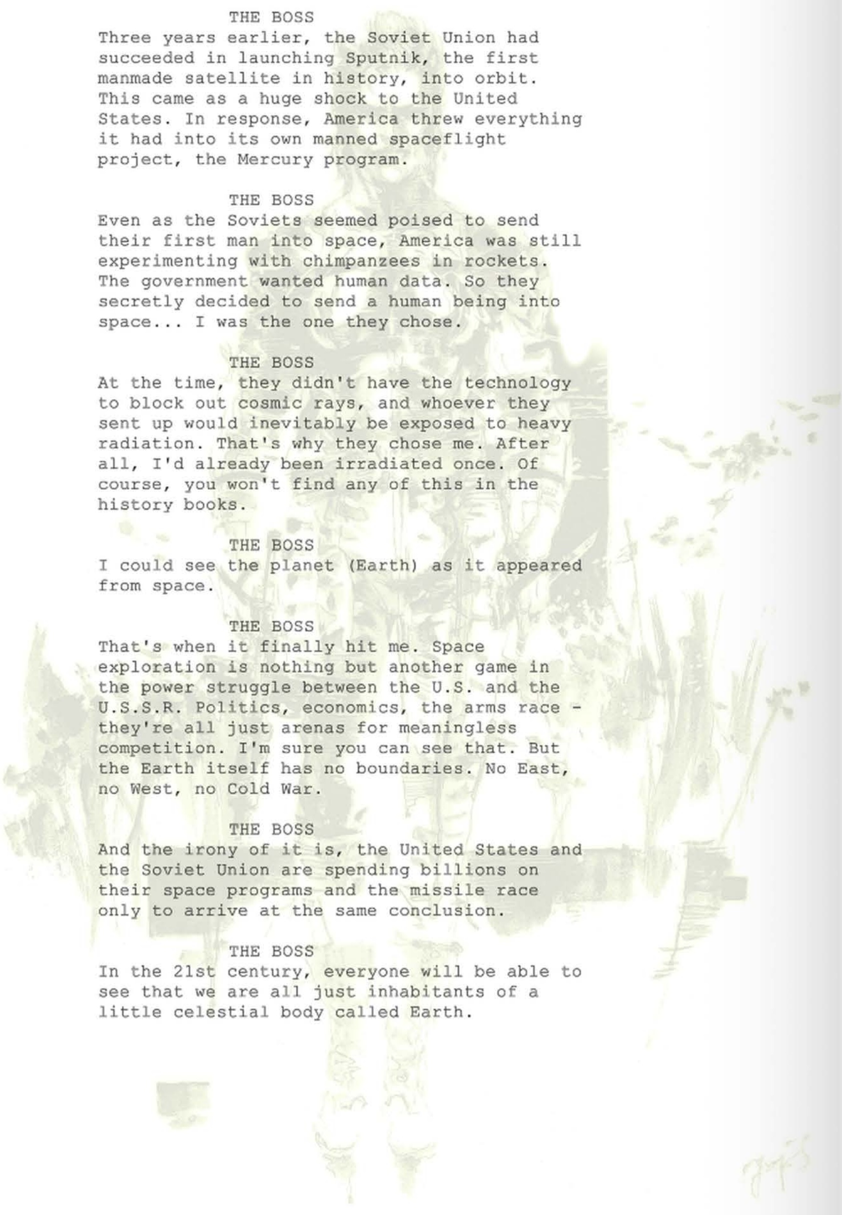
THE BOSS
We're both slowly being eaten away by the karma of others.

THE BOSS
We'll never have the chance to die peacefully of old age.

THE BOSS
We have no tomorrow.

THE BOSS
But we can still have hope for the future.

Footage of space development.



THE BOSS

In 1960, I saw a vision of the ideal future... from space.

THE BOSS

Three years earlier, the Soviet Union had succeeded in launching Sputnik, the first manmade satellite in history, into orbit. This came as a huge shock to the United States. In response, America threw everything it had into its own manned spaceflight project, the Mercury program.

THE BOSS

Even as the Soviets seemed poised to send their first man into space, America was still experimenting with chimpanzees in rockets. The government wanted human data. So they secretly decided to send a human being into space... I was the one they chose.

THE BOSS

At the time, they didn't have the technology to block out cosmic rays, and whoever they sent up would inevitably be exposed to heavy radiation. That's why they chose me. After all, I'd already been irradiated once. Of course, you won't find any of this in the history books.

THE BOSS

I could see the planet (Earth) as it appeared from space.

THE BOSS

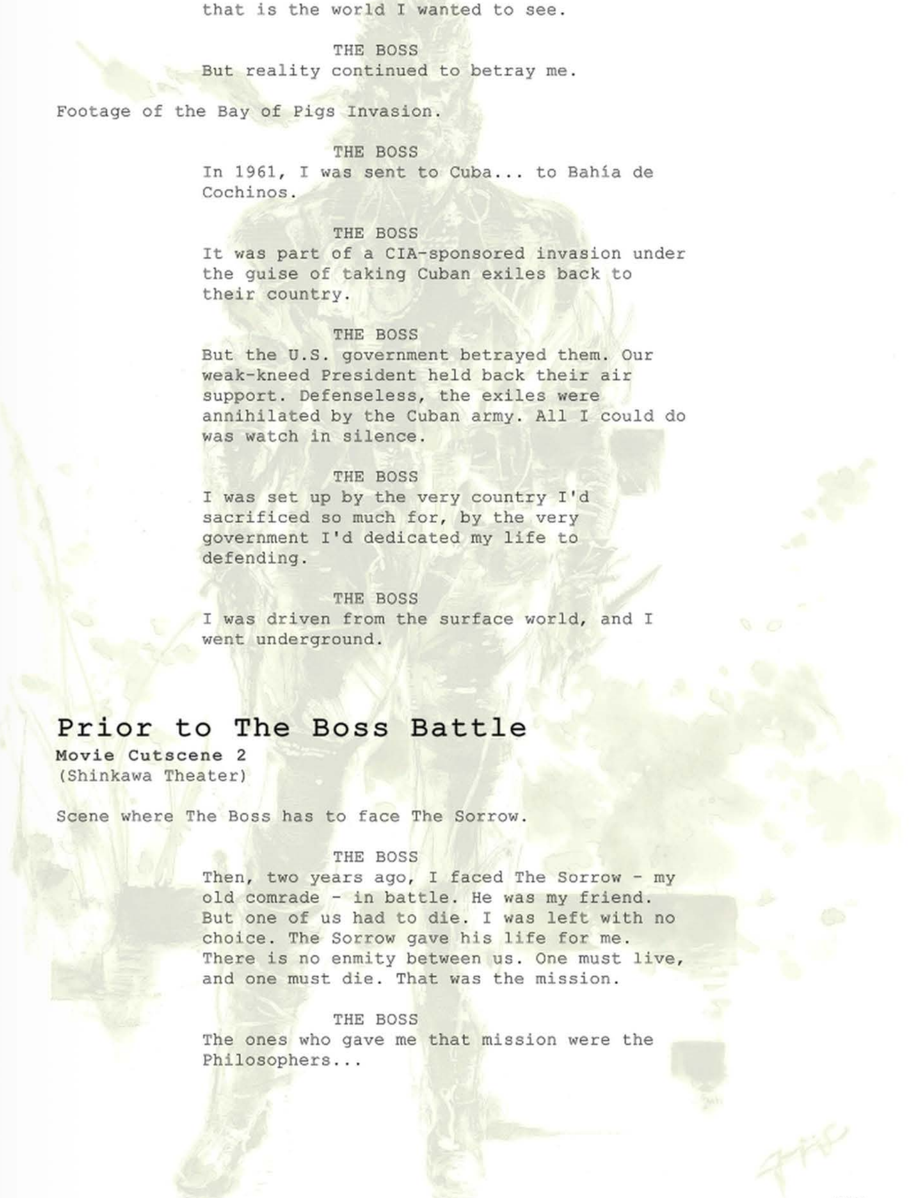
That's when it finally hit me. Space exploration is nothing but another game in the power struggle between the U.S. and the U.S.S.R. Politics, economics, the arms race - they're all just arenas for meaningless competition. I'm sure you can see that. But the Earth itself has no boundaries. No East, no West, no Cold War.

THE BOSS

And the irony of it is, the United States and the Soviet Union are spending billions on their space programs and the missile race only to arrive at the same conclusion.

THE BOSS

In the 21st century, everyone will be able to see that we are all just inhabitants of a little celestial body called Earth.



THE BOSS
A world without communism or capitalism...
that is the world I wanted to see.

THE BOSS
But reality continued to betray me.

Footage of the Bay of Pigs Invasion.

THE BOSS
In 1961, I was sent to Cuba... to Bahía de Cochinos.

THE BOSS
It was part of a CIA-sponsored invasion under the guise of taking Cuban exiles back to their country.

THE BOSS
But the U.S. government betrayed them. Our weak-kneed President held back their air support. Defenseless, the exiles were annihilated by the Cuban army. All I could do was watch in silence.

THE BOSS
I was set up by the very country I'd sacrificed so much for, by the very government I'd dedicated my life to defending.

THE BOSS
I was driven from the surface world, and I went underground.

Prior to The Boss Battle

Movie Cutscene 2
(Shinkawa Theater)

Scene where The Boss has to face The Sorrow.

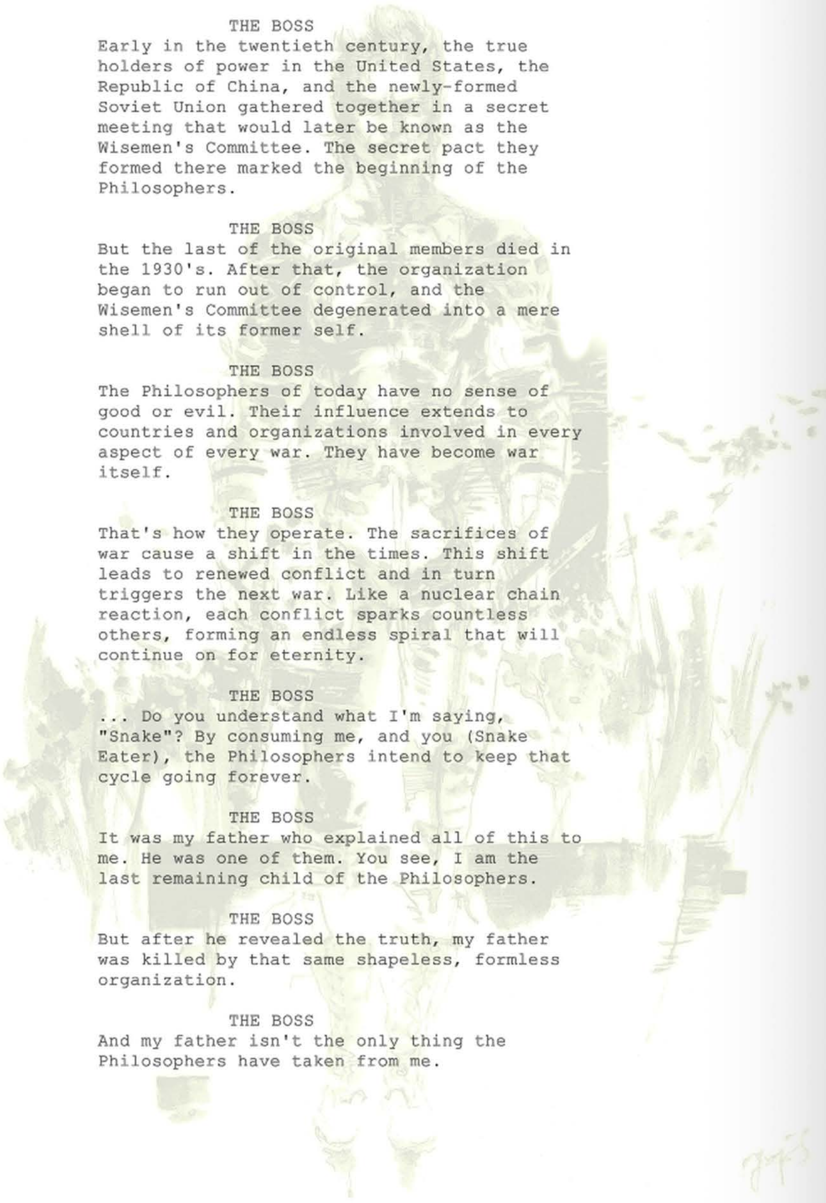
THE BOSS
Then, two years ago, I faced The Sorrow - my old comrade - in battle. He was my friend. But one of us had to die. I was left with no choice. The Sorrow gave his life for me. There is no enmity between us. One must live, and one must die. That was the mission.

THE BOSS
The ones who gave me that mission were the Philosophers...

Prior to The Boss Battle

Movie Cutscene 3

(Shinkawa Theater)



THE BOSS

Early in the twentieth century, the true holders of power in the United States, the Republic of China, and the newly-formed Soviet Union gathered together in a secret meeting that would later be known as the Wisemen's Committee. The secret pact they formed there marked the beginning of the Philosophers.

THE BOSS

But the last of the original members died in the 1930's. After that, the organization began to run out of control, and the Wisemen's Committee degenerated into a mere shell of its former self.

THE BOSS

The Philosophers of today have no sense of good or evil. Their influence extends to countries and organizations involved in every aspect of every war. They have become war itself.

THE BOSS

That's how they operate. The sacrifices of war cause a shift in the times. This shift leads to renewed conflict and in turn triggers the next war. Like a nuclear chain reaction, each conflict sparks countless others, forming an endless spiral that will continue on for eternity.

THE BOSS

... Do you understand what I'm saying, "Snake"? By consuming me, and you (Snake Eater), the Philosophers intend to keep that cycle going forever.

THE BOSS

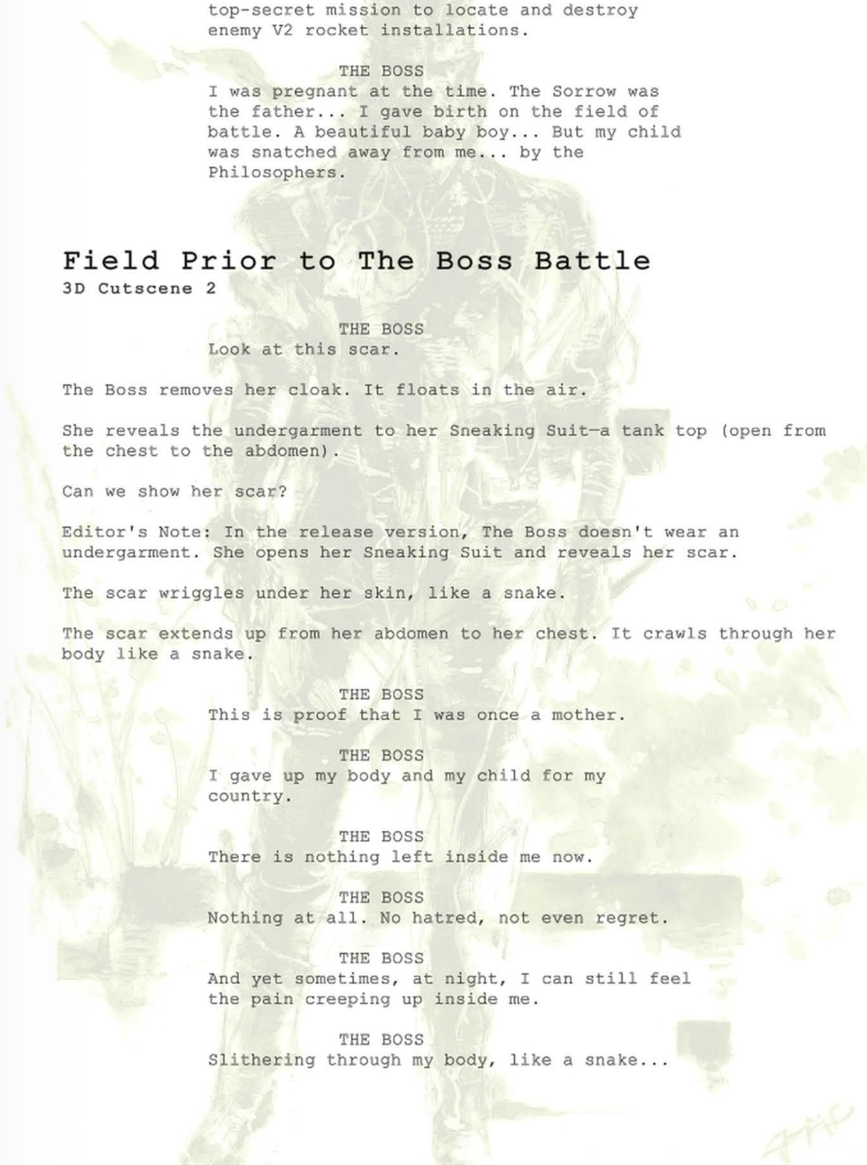
It was my father who explained all of this to me. He was one of them. You see, I am the last remaining child of the Philosophers.

THE BOSS

But after he revealed the truth, my father was killed by that same shapeless, formless organization.

THE BOSS

And my father isn't the only thing the Philosophers have taken from me.



THE BOSS
In June of 1944, the Cobras and I took part in the landing at Normandy. We'd been given a top-secret mission to locate and destroy enemy V2 rocket installations.

THE BOSS
I was pregnant at the time. The Sorrow was the father... I gave birth on the field of battle. A beautiful baby boy... But my child was snatched away from me... by the Philosophers.

Field Prior to The Boss Battle

3D Cutscene 2

THE BOSS
Look at this scar.

The Boss removes her cloak. It floats in the air.

She reveals the undergarment to her Sneaking Suit—a tank top (open from the chest to the abdomen).

Can we show her scar?

Editor's Note: In the release version, The Boss doesn't wear an undergarment. She opens her Sneaking Suit and reveals her scar.

The scar wriggles under her skin, like a snake.

The scar extends up from her abdomen to her chest. It crawls through her body like a snake.

THE BOSS
This is proof that I was once a mother.

THE BOSS
I gave up my body and my child for my country.

THE BOSS
There is nothing left inside me now.

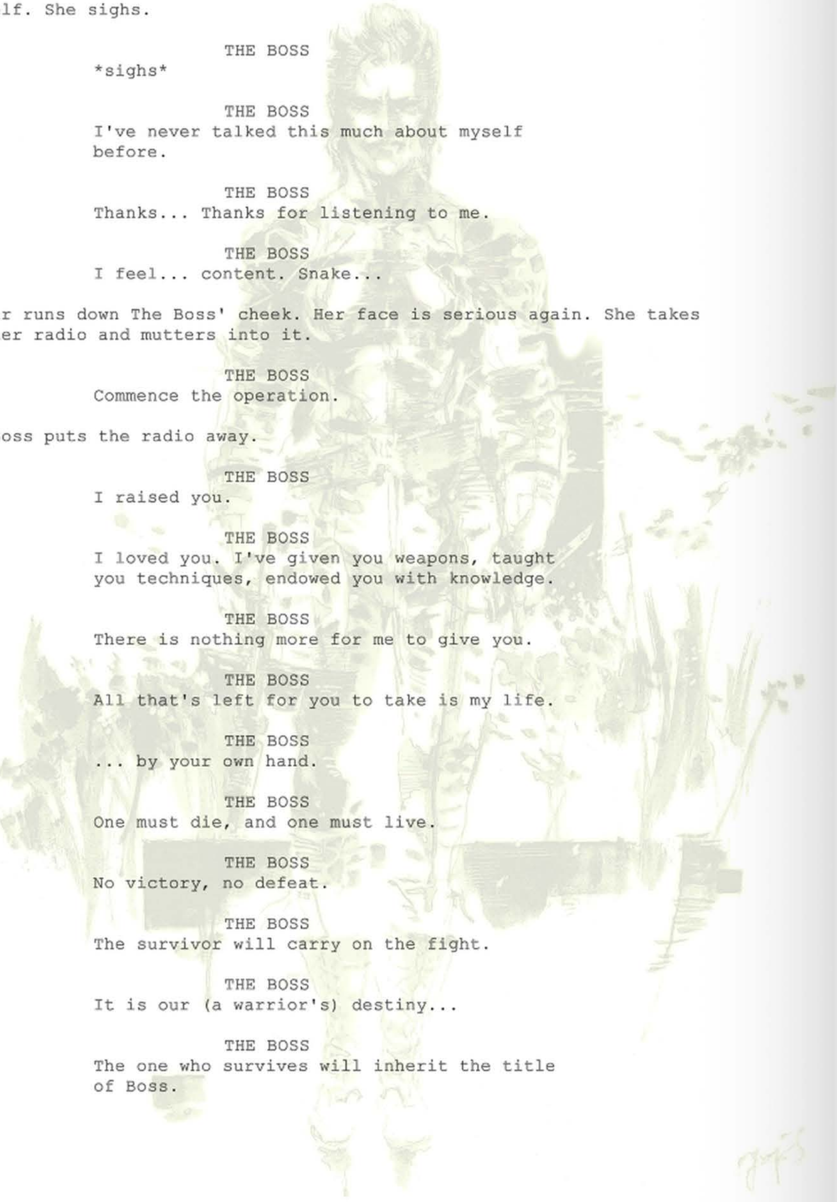
THE BOSS
Nothing at all. No hatred, not even regret.

THE BOSS
And yet sometimes, at night, I can still feel the pain creeping up inside me.

THE BOSS
Slithering through my body, like a snake...

The Boss looks at peace.

She speaks to Snake sounding satisfied. An exaltation after having talked so much. The adrenaline is starting to thin. She returns to herself. She sighs.



THE BOSS
sighs

THE BOSS
I've never talked this much about myself before.

THE BOSS
Thanks... Thanks for listening to me.

THE BOSS
I feel... content. Snake...

A tear runs down The Boss' cheek. Her face is serious again. She takes out her radio and mutters into it.

THE BOSS
Commence the operation.

The Boss puts the radio away.

THE BOSS
I raised you.

THE BOSS
I loved you. I've given you weapons, taught you techniques, endowed you with knowledge.

THE BOSS
There is nothing more for me to give you.

THE BOSS
All that's left for you to take is my life.

THE BOSS
... by your own hand.

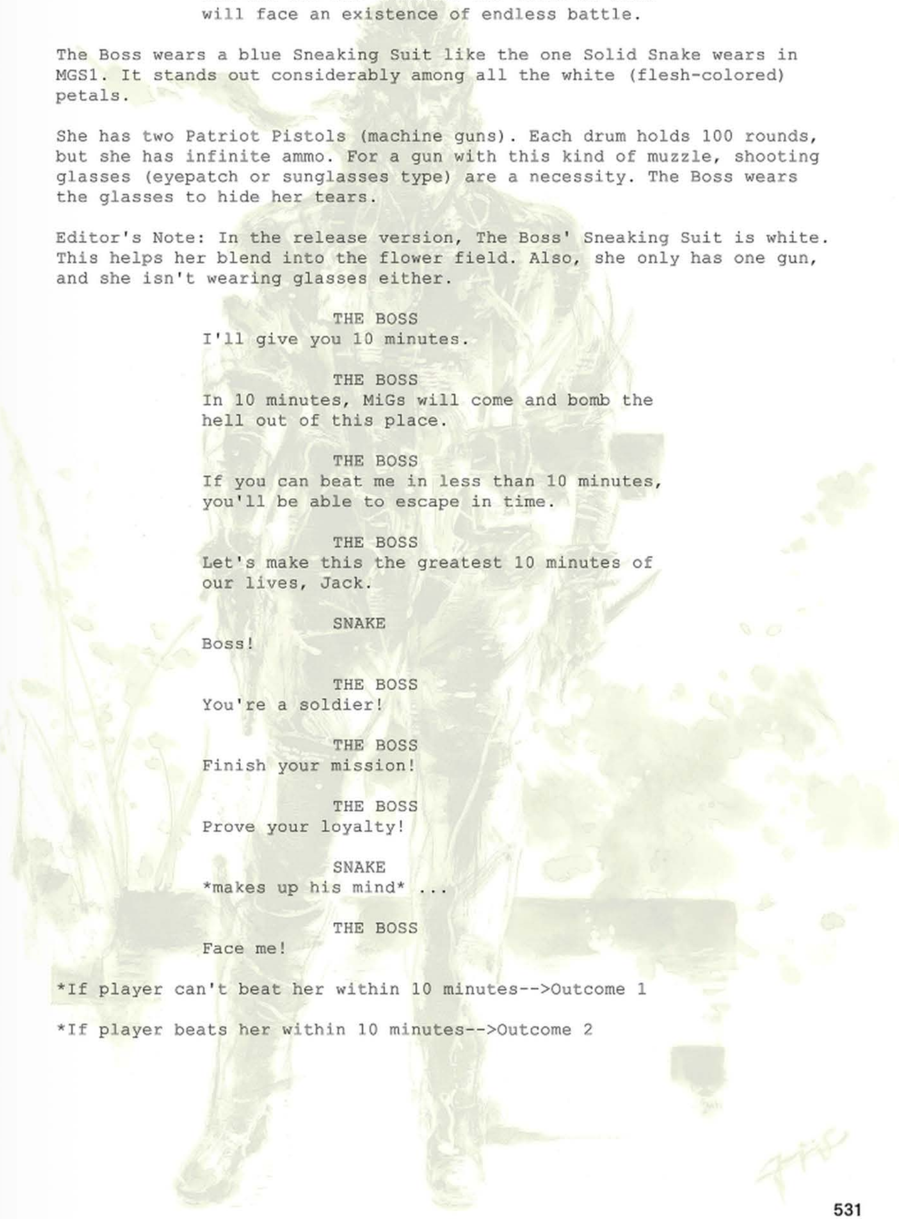
THE BOSS
One must die, and one must live.

THE BOSS
No victory, no defeat.

THE BOSS
The survivor will carry on the fight.

THE BOSS
It is our (a warrior's) destiny...

THE BOSS
The one who survives will inherit the title of Boss.



THE BOSS
And the one who inherits the title of Boss
will face an existence of endless battle.

The Boss wears a blue Sneaking Suit like the one Solid Snake wears in MGS1. It stands out considerably among all the white (flesh-colored) petals.

She has two Patriot Pistols (machine guns). Each drum holds 100 rounds, but she has infinite ammo. For a gun with this kind of muzzle, shooting glasses (eyepatch or sunglasses type) are a necessity. The Boss wears the glasses to hide her tears.

Editor's Note: In the release version, The Boss' Sneaking Suit is white. This helps her blend into the flower field. Also, she only has one gun, and she isn't wearing glasses either.

THE BOSS
I'll give you 10 minutes.

THE BOSS
In 10 minutes, MiGs will come and bomb the
hell out of this place.

THE BOSS
If you can beat me in less than 10 minutes,
you'll be able to escape in time.

THE BOSS
Let's make this the greatest 10 minutes of
our lives, Jack.

SNAKE
Boss!

THE BOSS
You're a soldier!

THE BOSS
Finish your mission!

THE BOSS
Prove your loyalty!

SNAKE
makes up his mind ...

THE BOSS
Face me!

*If player can't beat her within 10 minutes-->Outcome 1

*If player beats her within 10 minutes-->Outcome 2

[Outcome 1]

If after the set amount of time the player hasn't beaten The Boss, true to her word, the MiG bombers arrive and bomb the flower field, resulting in game over.

The Boss Battle Time Up

3D Cutscene 1

Snake and The Boss are going at it hard. Then, the sounds of approaching jets flying low.

The Boss lowers her weapon and looks to the sky.

The roar gets closer.

THE BOSS
This is the end...

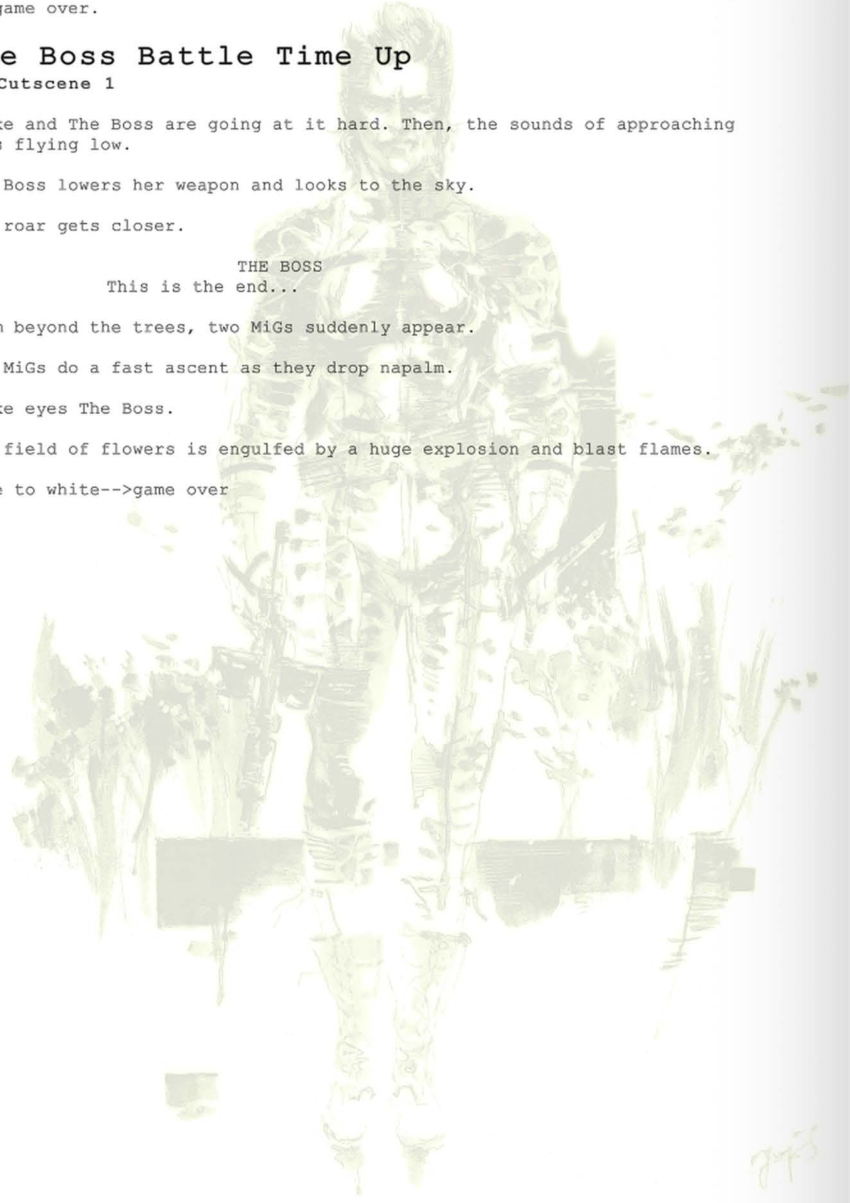
From beyond the trees, two MiGs suddenly appear.

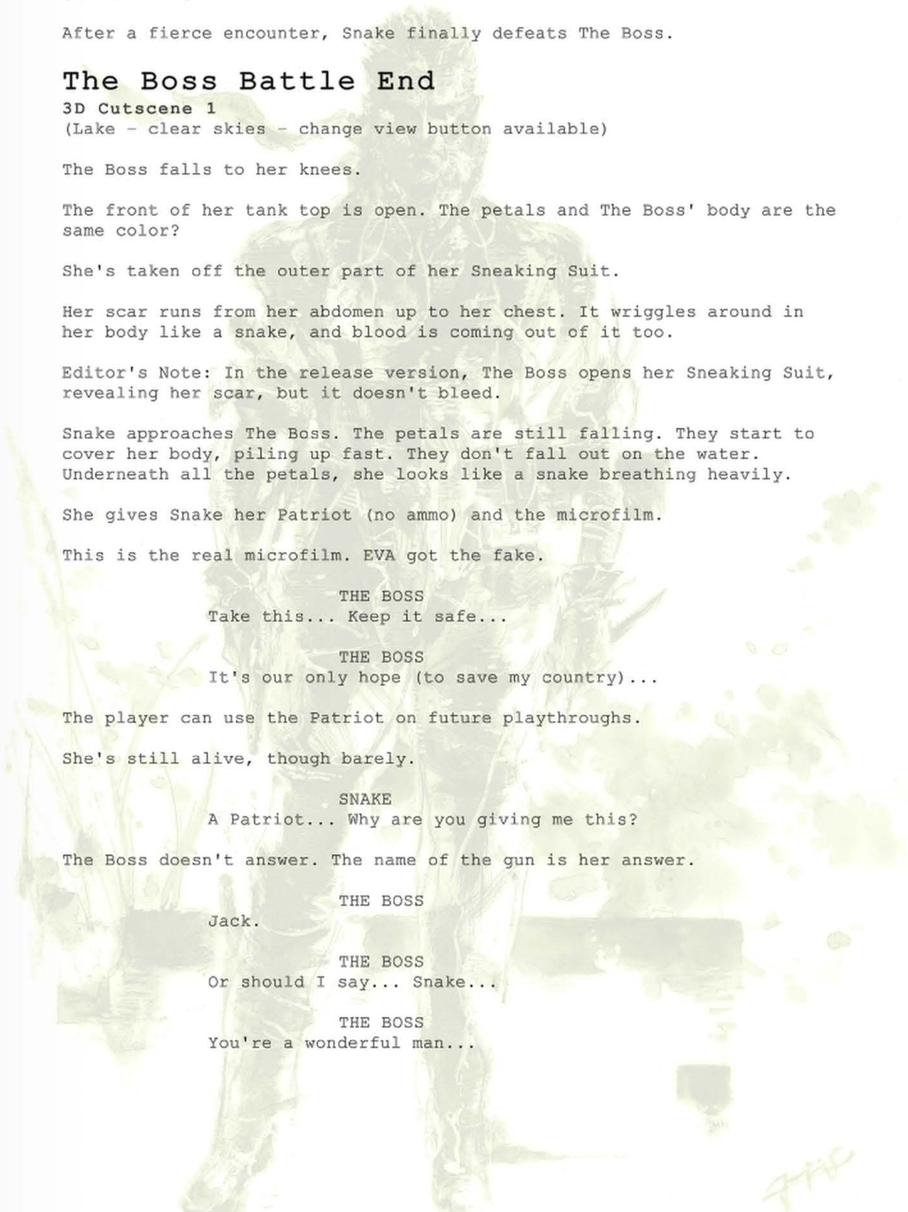
The MiGs do a fast ascent as they drop napalm.

Snake eyes The Boss.

The field of flowers is engulfed by a huge explosion and blast flames.

Fade to white-->game over





[Outcome 2]

After a fierce encounter, Snake finally defeats The Boss.

The Boss Battle End

3D Cutscene 1

(Lake - clear skies - change view button available)

The Boss falls to her knees.

The front of her tank top is open. The petals and The Boss' body are the same color?

She's taken off the outer part of her Sneaking Suit.

Her scar runs from her abdomen up to her chest. It wriggles around in her body like a snake, and blood is coming out of it too.

Editor's Note: In the release version, The Boss opens her Sneaking Suit, revealing her scar, but it doesn't bleed.

Snake approaches The Boss. The petals are still falling. They start to cover her body, piling up fast. They don't fall out on the water. Underneath all the petals, she looks like a snake breathing heavily.

She gives Snake her Patriot (no ammo) and the microfilm.

This is the real microfilm. EVA got the fake.

THE BOSS
Take this... Keep it safe...

THE BOSS
It's our only hope (to save my country)...

The player can use the Patriot on future playthroughs.

She's still alive, though barely.

SNAKE
A Patriot... Why are you giving me this?

The Boss doesn't answer. The name of the gun is her answer.

THE BOSS
Jack.

THE BOSS
Or should I say... Snake...

THE BOSS
You're a wonderful man...

The Boss asks Snake to kill her. But not because it's part of her mission.

THE BOSS
Kill me...

THE BOSS
Kill me now...

Snake's and The Boss' eyes lock.

THE BOSS
Do it...

Snake raises the weapon.

The Boss looks relieved. Now she is at peace.

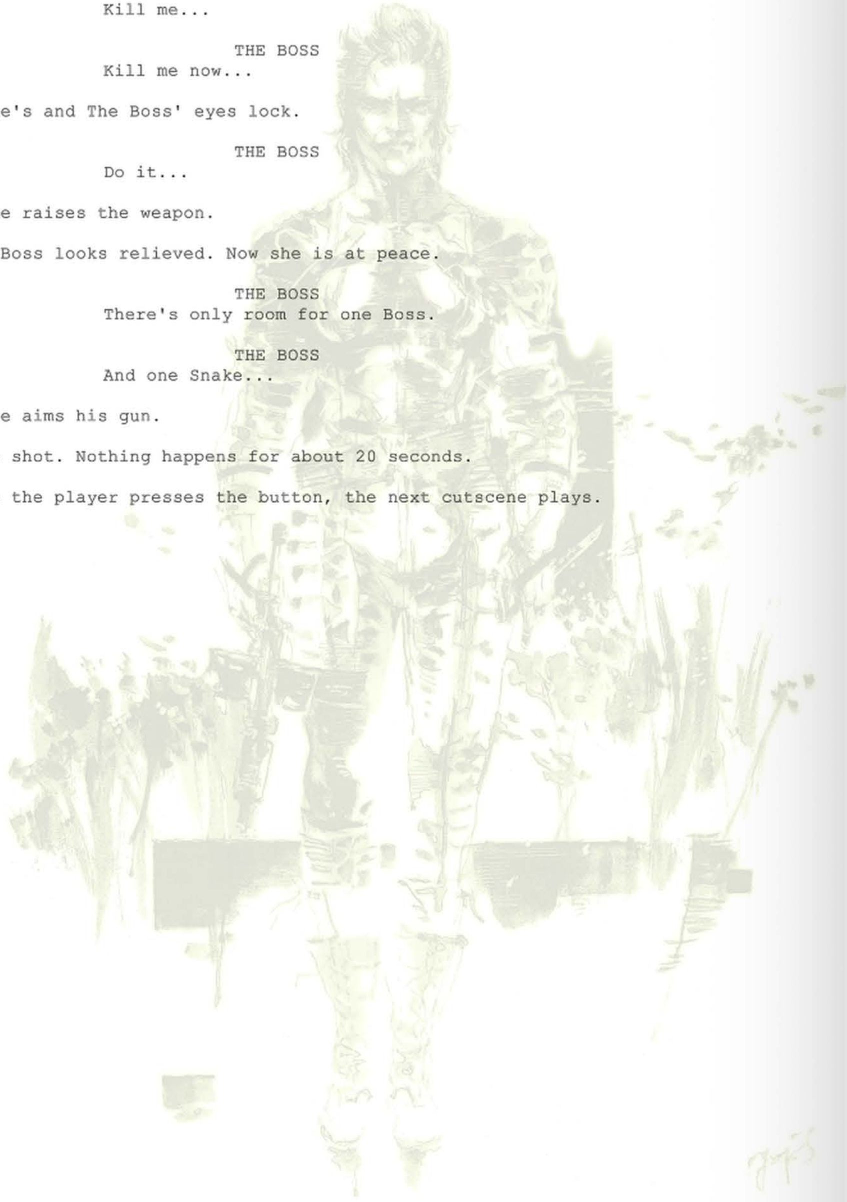
THE BOSS
There's only room for one Boss.

THE BOSS
And one Snake...

Snake aims his gun.

Wide shot. Nothing happens for about 20 seconds.

Once the player presses the button, the next cutscene plays.



The Boss Battle End

3D Cutscene 1.5

Snake fires! The shot echoes.

The flower petals turn red.

On the lake, the WIG's engine starts up.

EVA senses something (The Boss' death).

EVA
?

The petals that had fallen now rise up into the sky, like the same motion in reverse.

Snake doesn't move.

He has killed his teacher, his mother, his lover, The Boss.

Later, as Big Boss, he will be killed by his own clone, Solid Snake.

The red petals dance in the air. Snake hears a neigh. The Boss' white horse has showed up.

On its back (tied around its saddle) is the Davy Crockett launcher.

This is evidence that that nuclear explosion earlier was The Boss firing a nuke from here.

Editor's Note: In the release version, The Boss is carrying the launcher when she walks into the flower field.

The horse approaches The Boss' body. It lets out another neigh, mourning the death of its owner.

If the player goes into First Person View, they can see the spirits of The Boss and The Sorrow standing next to each other, looking on from behind her body.

The Sorrow has no bloody tear.

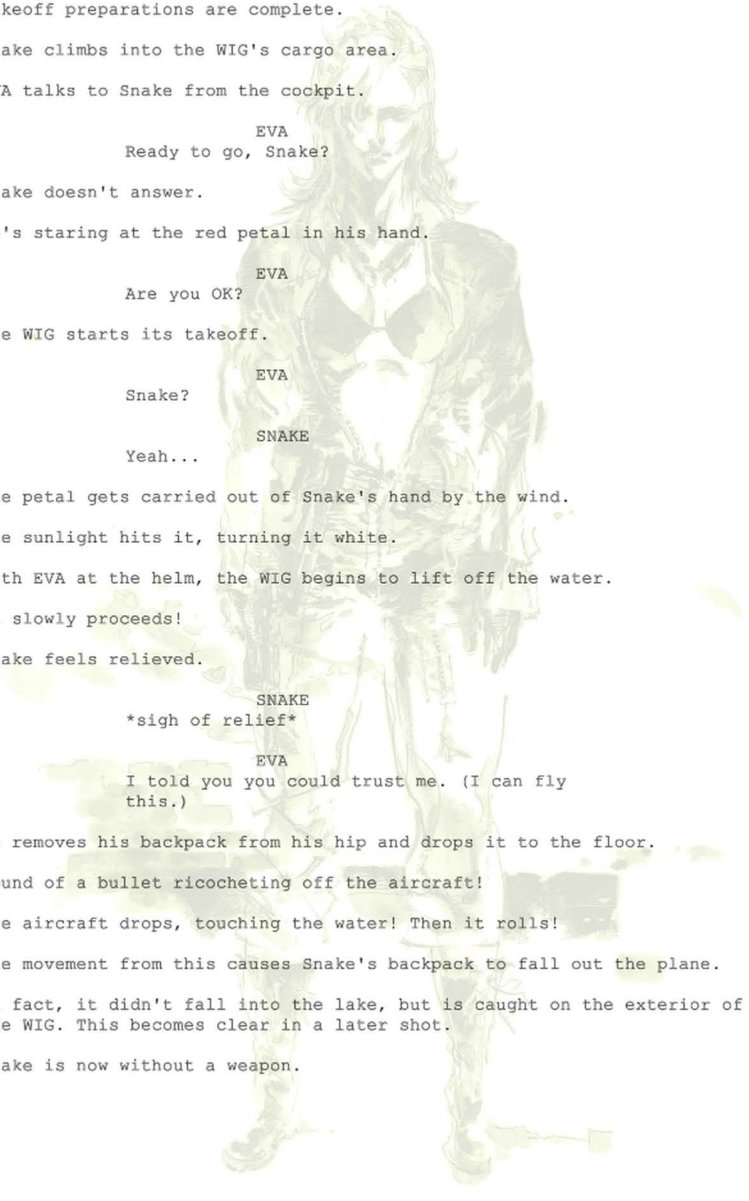
They are both now resting in peace. Snake looks at The Boss' body again. The petals that had piled up on her rise into the air. The snake scar that was like a straitjacket around her begins to move, crawling out of her body and disappearing into the grass. The scar is gone from her body. Her face is peaceful. The blood has disappeared as well.

The petals that had risen dance in the air. One of them lands on Snake's palm.

Snake grips it tight.

The Boss Battle End

3D Cutscene 2



Takeoff preparations are complete.

Snake climbs into the WIG's cargo area.

EVA talks to Snake from the cockpit.

EVA
Ready to go, Snake?

Snake doesn't answer.

He's staring at the red petal in his hand.

EVA
Are you OK?

The WIG starts its takeoff.

EVA
Snake?

SNAKE
Yeah...

The petal gets carried out of Snake's hand by the wind.

The sunlight hits it, turning it white.

With EVA at the helm, the WIG begins to lift off the water.

It slowly proceeds!

Snake feels relieved.

SNAKE
sigh of relief

EVA
I told you you could trust me. (I can fly this.)

He removes his backpack from his hip and drops it to the floor.

Sound of a bullet ricocheting off the aircraft!

The aircraft drops, touching the water! Then it rolls!

The movement from this causes Snake's backpack to fall out the plane.

In fact, it didn't fall into the lake, but is caught on the exterior of the WIG. This becomes clear in a later shot.

Snake is now without a weapon.

Editor's Note: In the release version, Ocelot drops the backpack into the lake after boarding the WIG. It doesn't get caught on the aircraft either.

Then, we hear the voice of Ocelot.

OCELOT
Snake!!

OCELOT
We're not done yet!

Snake looks out the cargo area. He's eye to eye with a flying platform!

SNAKE
Ocelot!

Ocelot is controlling it. He jumps onto the plane.

Having lost its pilot, the flying platform collides with the WIG.

EVA
screams

SNAKE
screams

It put a dent in the WIG. Something shorts out!

The plane does a big drop following the impact.

It touches the water another time, then lifts off again!

The flying platform crashes, then disappears beneath the waves, causing a big splash!

Snake and Ocelot roll around the cargo area in a struggle.

SNAKE
breathing as he struggles

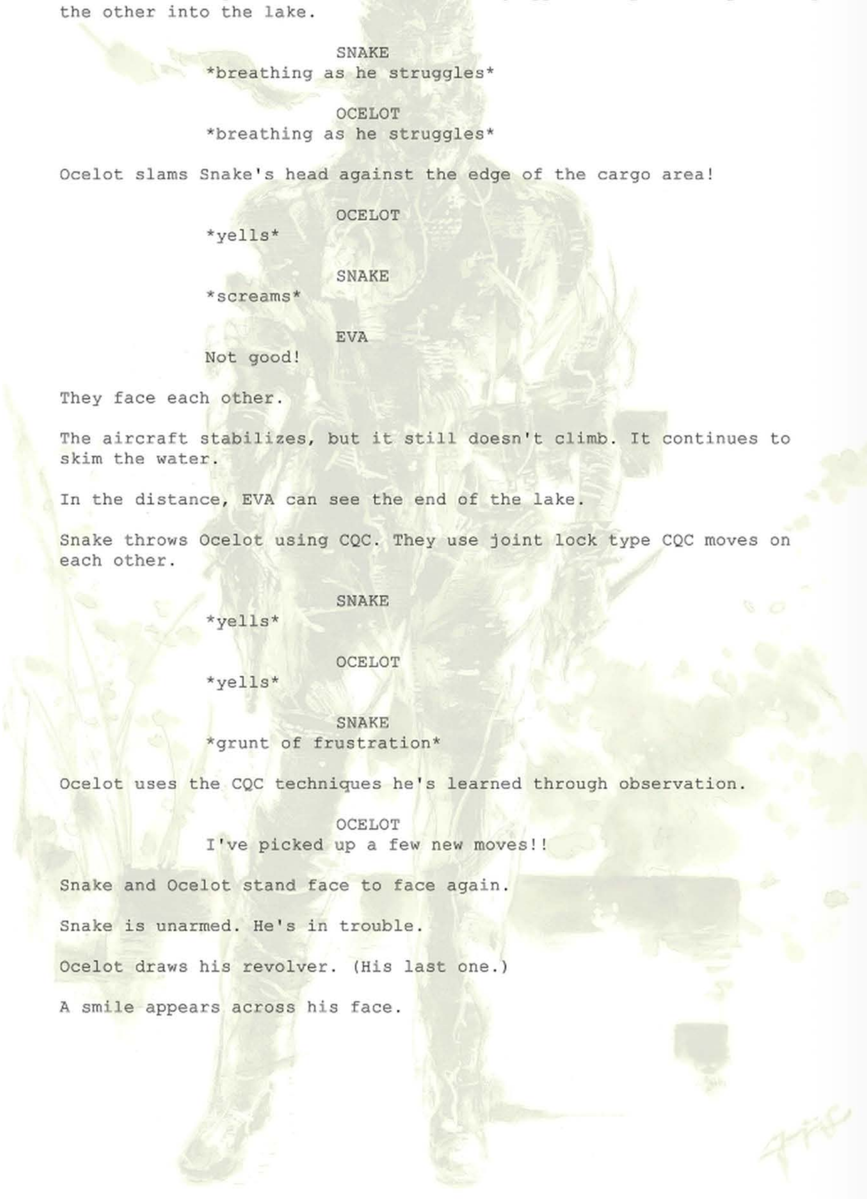
OCELOT
breathing as he struggles

EVA's in the cockpit. She looks back and gets a surprise!

EVA
surprised

She's able to raise the nose of the WIG. A warning sound goes off!

EVA
We're too heavy!



Instruments are screaming!

Back in the cargo area, Snake and Ocelot grapple. They each try to drop the other into the lake.

SNAKE
breathing as he struggles

OCELOT
breathing as he struggles

Ocelot slams Snake's head against the edge of the cargo area!

OCELOT
yells

SNAKE
screams

EVA
Not good!

They face each other.

The aircraft stabilizes, but it still doesn't climb. It continues to skim the water.

In the distance, EVA can see the end of the lake.

Snake throws Ocelot using CQC. They use joint lock type CQC moves on each other.

SNAKE
yells

OCELOT
yells

SNAKE
grunt of frustration

Ocelot uses the CQC techniques he's learned through observation.

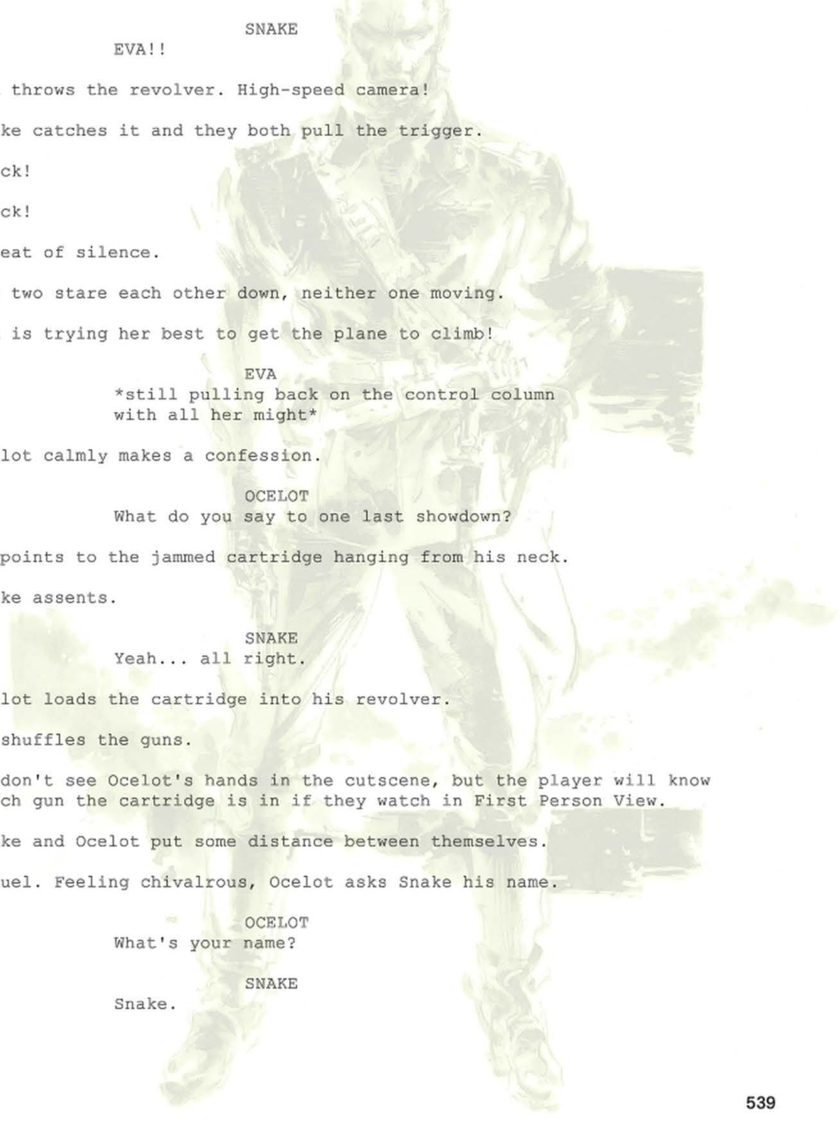
OCELOT
I've picked up a few new moves!!

Snake and Ocelot stand face to face again.

Snake is unarmed. He's in trouble.

Ocelot draws his revolver. (His last one.)

A smile appears across his face.



OCELOT
It doesn't feel right to shoot an unarmed man... but I'll get over it.

EVA looks around but there isn't a weapon anywhere.

Then Snake remembers the revolver he gave EVA.

SNAKE
EVA!!

EVA throws the revolver. High-speed camera!

Snake catches it and they both pull the trigger.

Click!

Click!

A beat of silence.

The two stare each other down, neither one moving.

EVA is trying her best to get the plane to climb!

EVA
still pulling back on the control column with all her might

Ocelot calmly makes a confession.

OCELOT
What do you say to one last showdown?

He points to the jammed cartridge hanging from his neck.

Snake assents.

SNAKE
Yeah... all right.

Ocelot loads the cartridge into his revolver.

He shuffles the guns.

We don't see Ocelot's hands in the cutscene, but the player will know which gun the cartridge is in if they watch in First Person View.

Snake and Ocelot put some distance between themselves.

A duel. Feeling chivalrous, Ocelot asks Snake his name.

OCELOT
What's your name?

SNAKE
Snake.

OCELOT
No, not that name.

OCELOT
You're not a snake, and I'm not an ocelot. We're men, with names...

OCELOT
My name is Adamska. What's yours?

SNAKE
John.

OCELOT
Very well, John... Plain name, but I won't forget it.

OCELOT
C'mon!

Prior to Roulette Battle

3D Cutscene 1

Snake and Ocelot pick up their revolvers and each takes five steps back.

They turn and point their guns at one another.

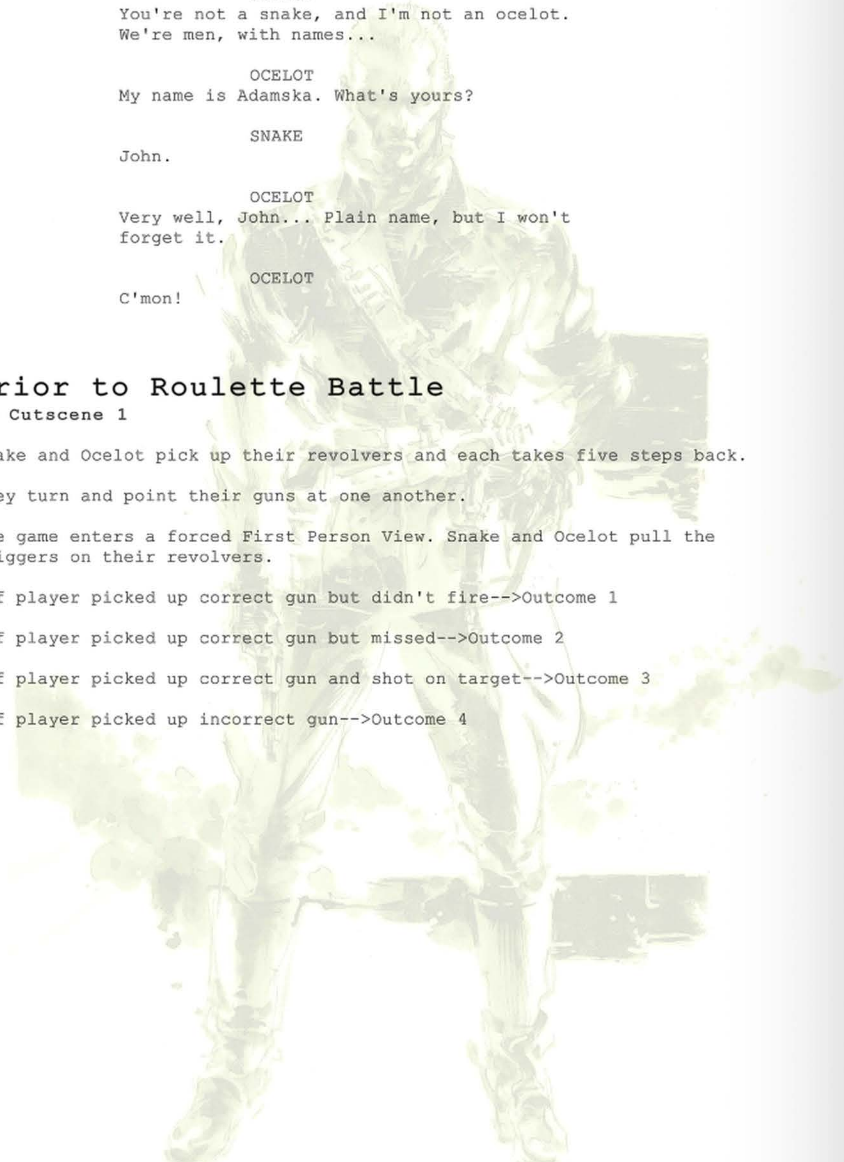
The game enters a forced First Person View. Snake and Ocelot pull the triggers on their revolvers.

*If player picked up correct gun but didn't fire-->Outcome 1

*If player picked up correct gun but missed-->Outcome 2

*If player picked up correct gun and shot on target-->Outcome 3

*If player picked up incorrect gun-->Outcome 4



[Outcome 1]

Snake picks up the correct gun.

But before Snake shoots, the hammer on Ocelot's revolver clicks six times.

Ocelot Lost

3D Cutscene 1

Ocelot pulls the trigger six times. Each time, there's a click as the hammer strikes.

Ocelot realizes his gun doesn't have the round in it.

OCELOT
It looks like your luck has beat mine again.

OCELOT
But why didn't you pull the trigger?

Ocelot smiles, one that's pure (one of friendship).

OCELOT
... Ah, well.

[Outcome 2]

Snake picks up the correct gun.

His revolver fires.

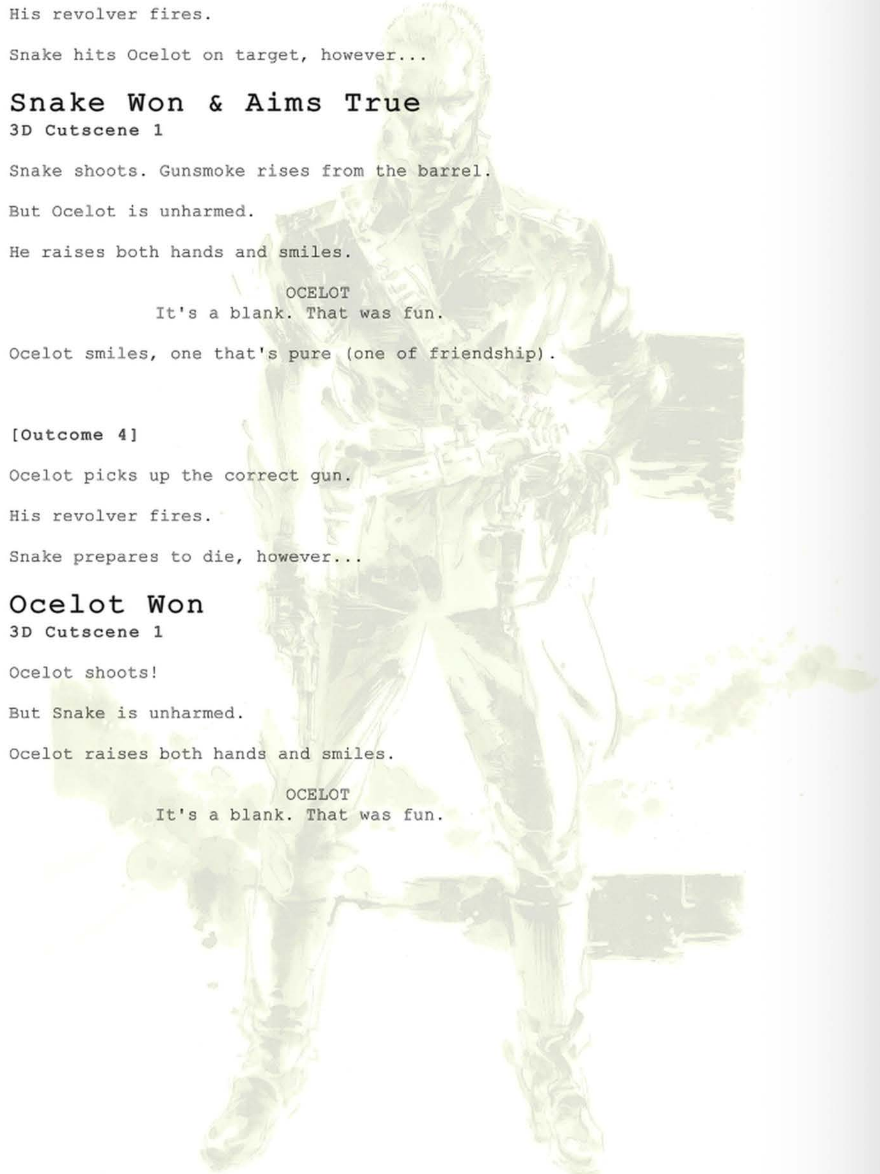
But the gun wasn't pointed at Ocelot.

Snake Won & Missed

3D Cutscene 1

Snake missed. He drops the gun halfway, looking regretful.

OCELOT
It looks like my luck has finally changed.



[Outcome 3]

Snake picks up the correct gun.

His revolver fires.

Snake hits Ocelot on target, however...

Snake Won & Aims True

3D Cutscene 1

Snake shoots. Gunsmoke rises from the barrel.

But Ocelot is unharmed.

He raises both hands and smiles.

OCELOT
It's a blank. That was fun.

Ocelot smiles, one that's pure (one of friendship).

[Outcome 4]

Ocelot picks up the correct gun.

His revolver fires.

Snake prepares to die, however...

Ocelot Won

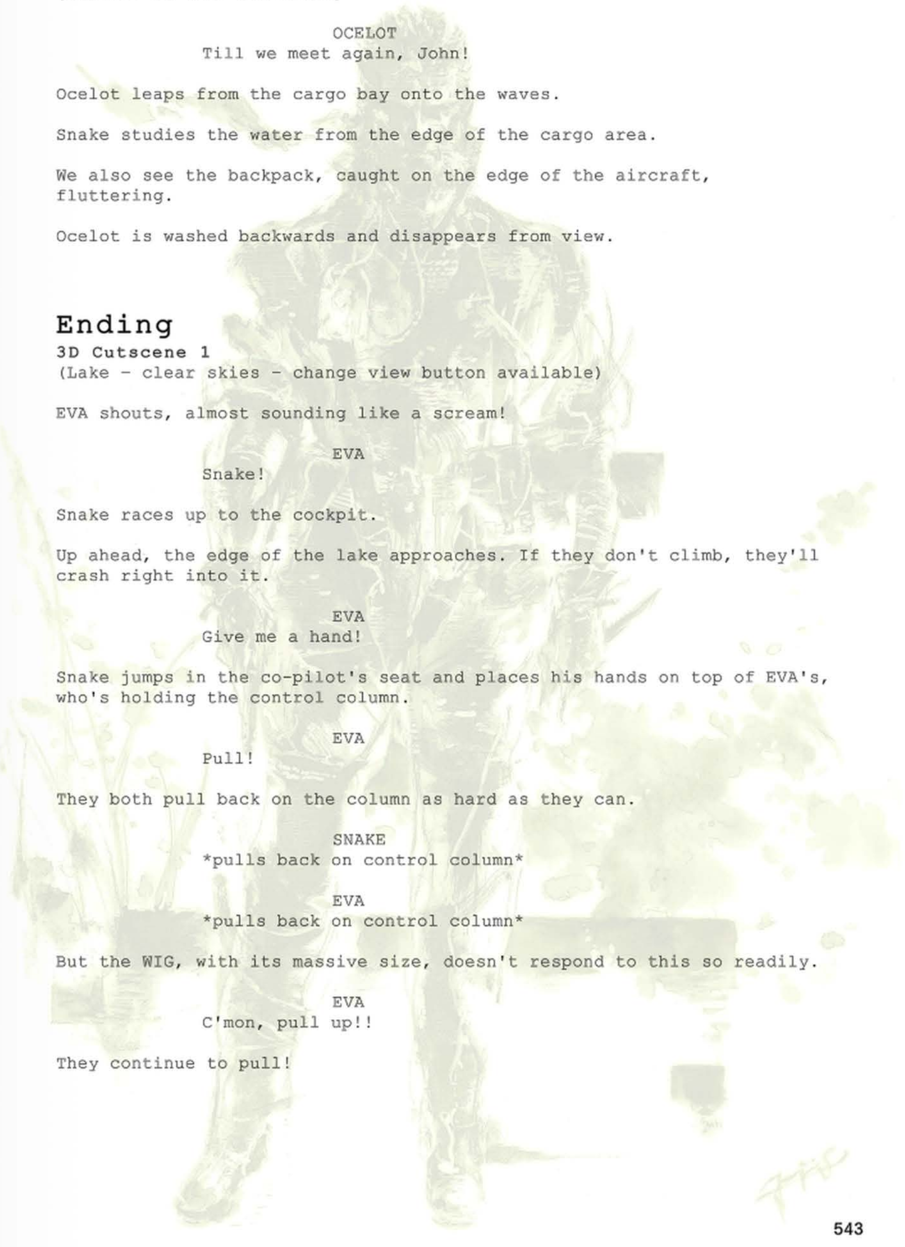
3D Cutscene 1

Ocelot shoots!

But Snake is unharmed.

Ocelot raises both hands and smiles.

OCELOT
It's a blank. That was fun.



[Common to All Outcomes]

OCELOT
Till we meet again, John!

Ocelot leaps from the cargo bay onto the waves.

Snake studies the water from the edge of the cargo area.

We also see the backpack, caught on the edge of the aircraft, fluttering.

Ocelot is washed backwards and disappears from view.

Ending

3D Cutscene 1

(Lake - clear skies - change view button available)

EVA shouts, almost sounding like a scream!

EVA
Snake!

Snake races up to the cockpit.

Up ahead, the edge of the lake approaches. If they don't climb, they'll crash right into it.

EVA
Give me a hand!

Snake jumps in the co-pilot's seat and places his hands on top of EVA's, who's holding the control column.

EVA
Pull!

They both pull back on the column as hard as they can.

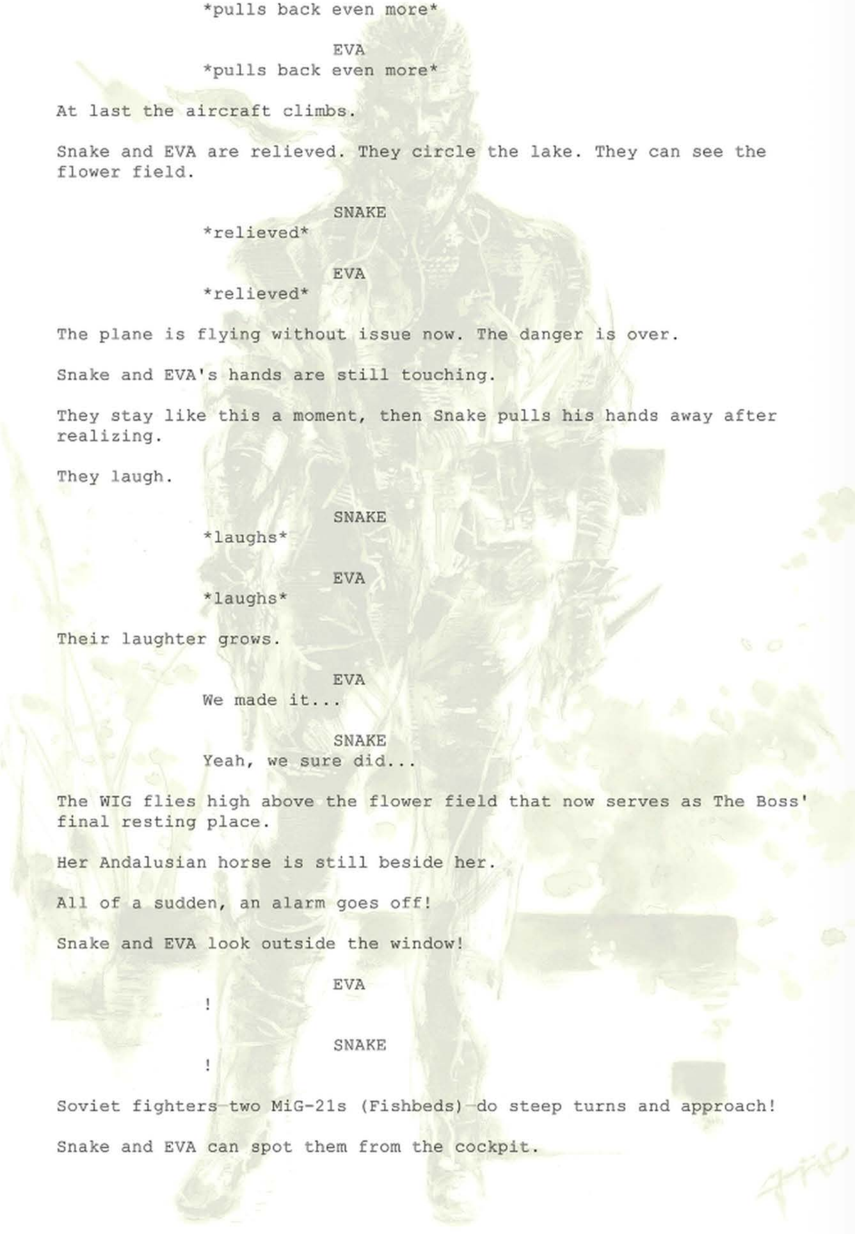
SNAKE
pulls back on control column

EVA
pulls back on control column

But the WIG, with its massive size, doesn't respond to this so readily.

EVA
C'mon, pull up!!

They continue to pull!



SNAKE
pulls back even more

EVA
pulls back even more

At last the aircraft climbs.

Snake and EVA are relieved. They circle the lake. They can see the flower field.

SNAKE
relieved

EVA
relieved

The plane is flying without issue now. The danger is over.

Snake and EVA's hands are still touching.

They stay like this a moment, then Snake pulls his hands away after realizing.

They laugh.

SNAKE
laughs

EVA
laughs

Their laughter grows.

EVA
We made it...

SNAKE
Yeah, we sure did...

The WIG flies high above the flower field that now serves as The Boss' final resting place.

Her Andalusian horse is still beside her.

All of a sudden, an alarm goes off!

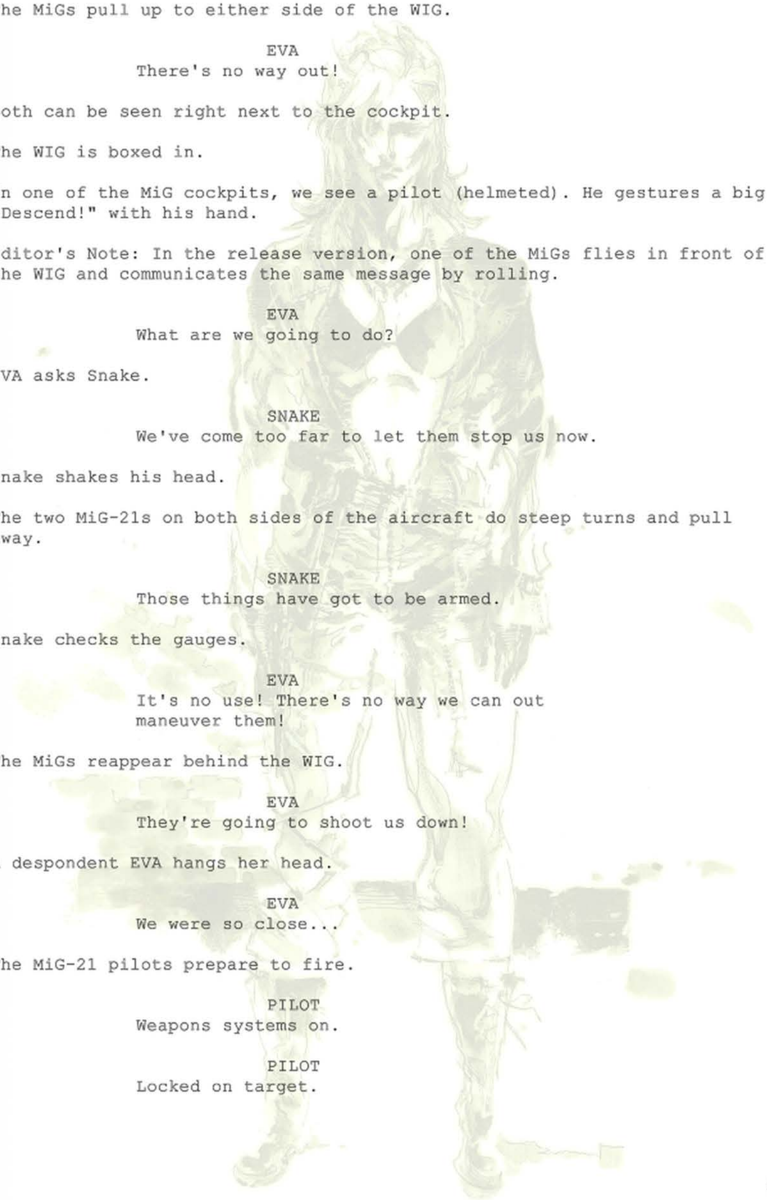
Snake and EVA look outside the window!

EVA
!

SNAKE
!

Soviet fighters—two MiG-21s (Fishbeds)—do steep turns and approach!

Snake and EVA can spot them from the cockpit.



EVA
Oh no! MiGs!

The MiGs pull up to either side of the WIG.

EVA
There's no way out!

Both can be seen right next to the cockpit.

The WIG is boxed in.

In one of the MiG cockpits, we see a pilot (helmeted). He gestures a big "Descend!" with his hand.

Editor's Note: In the release version, one of the MiGs flies in front of the WIG and communicates the same message by rolling.

EVA
What are we going to do?

EVA asks Snake.

SNAKE
We've come too far to let them stop us now.

Snake shakes his head.

The two MiG-21s on both sides of the aircraft do steep turns and pull away.

SNAKE
Those things have got to be armed.

Snake checks the gauges.

EVA
It's no use! There's no way we can out maneuver them!

The MiGs reappear behind the WIG.

EVA
They're going to shoot us down!

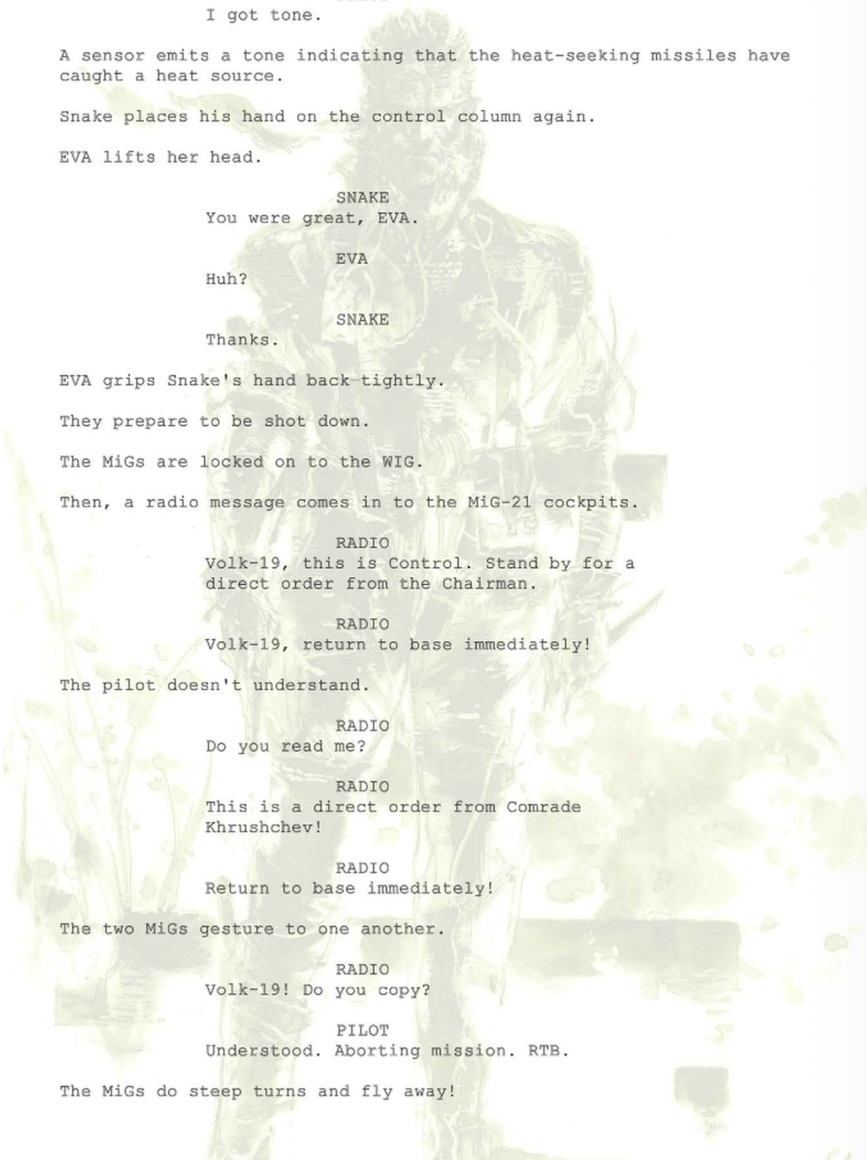
A despondent EVA hangs her head.

EVA
We were so close...

The MiG-21 pilots prepare to fire.

PILOT
Weapons systems on.

PILOT
Locked on target.



PILOT
I got tone.

A sensor emits a tone indicating that the heat-seeking missiles have caught a heat source.

Snake places his hand on the control column again.

EVA lifts her head.

SNAKE
You were great, EVA.

EVA
Huh?

SNAKE
Thanks.

EVA grips Snake's hand back tightly.

They prepare to be shot down.

The MiGs are locked on to the WIG.

Then, a radio message comes in to the MiG-21 cockpits.

RADIO
Volk-19, this is Control. Stand by for a direct order from the Chairman.

RADIO
Volk-19, return to base immediately!

The pilot doesn't understand.

RADIO
Do you read me?

RADIO
This is a direct order from Comrade Khrushchev!

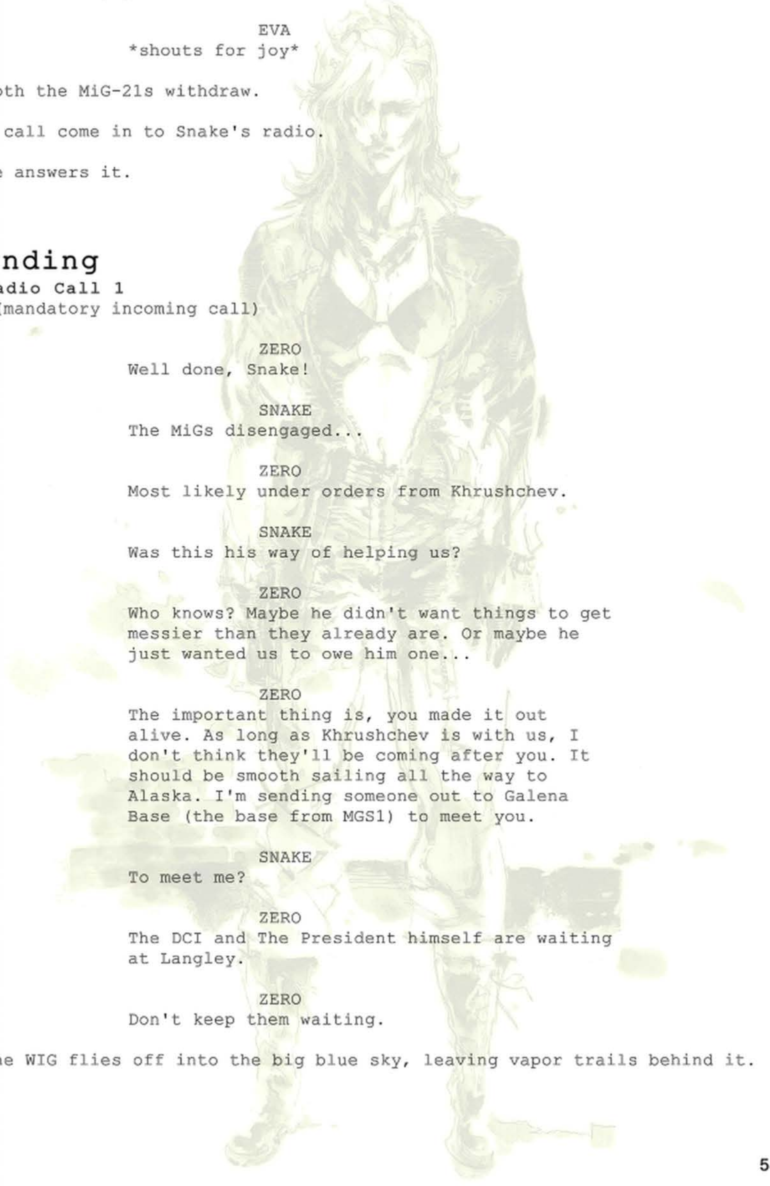
RADIO
Return to base immediately!

The two MiGs gesture to one another.

RADIO
Volk-19! Do you copy?

PILOT
Understood. Aborting mission. RTB.

The MiGs do steep turns and fly away!



EVA
Look! The MiGs are turning back!

EVA is overjoyed.

EVA
shouts for joy

Both the MiG-21s withdraw.

A call come in to Snake's radio.

He answers it.

Ending

Radio Call 1

(mandatory incoming call)

ZERO
Well done, Snake!

SNAKE
The MiGs disengaged...

ZERO
Most likely under orders from Khrushchev.

SNAKE
Was this his way of helping us?

ZERO
Who knows? Maybe he didn't want things to get messier than they already are. Or maybe he just wanted us to owe him one...

ZERO
The important thing is, you made it out alive. As long as Khrushchev is with us, I don't think they'll be coming after you. It should be smooth sailing all the way to Alaska. I'm sending someone out to Galena Base (the base from MGS1) to meet you.

SNAKE
To meet me?

ZERO
The DCI and The President himself are waiting at Langley.

ZERO
Don't keep them waiting.

The WIG flies off into the big blue sky, leaving vapor trails behind it.

Radio Conversations

•Major

Prior to Bike Crash

Bike (2) – go to the lake

ZERO

Snake, you've got to make it to the lake! Leave the driving to EVA like before. And stay vigilant. The enemy is still in pursuit!

Bike (2) – shoot fallen trees

ZERO

Snake, you must shoot the fallen logs and branches that block your path. Follow EVA's instructions!

Bike (2) – flying platforms

ZERO

Watch out for the flying platforms, too. You can't afford to have them shooting at you from the air. Don't let them get too close, or else!

Bike (2) – you're almost there

ZERO

Snake, the engine seems to have caught on fire.

SNAKE

We're almost out of fuel, too.

SNAKE

But it only needs to get us to the lake. Just a little further.

ZERO

Hang in there.

Bike (2) – The Boss is at the lake

ZERO

Snake, you've got to make it to the lake somehow. She's (The Boss is)... waiting for you.

SNAKE

I know.

•Para-Medic

Prior to Bike Crash

Bike after Shagohod battle

PARA-MEDIC
Snake, you're almost to the lake. Hold on just a little longer!

•Sigint

Prior to Bike Crash

Bike - get away

SIGINT
Snake don't let the enemy catch up to you! Use First Person View to pick 'em off!!

•Major

Prior to Reaching Lake

With EVA - basics

*Incoming call after finishing treatment

(1)

ZERO
Snake, are you all right!?

SNAKE
I've been better.

PARA-MEDIC
What about EVA?

SNAKE
I healed her up. She can manage.

PARA-MEDIC
Good...

(2)

ZERO
Snake, stay on your toes. The enemy hasn't given up coming after you yet. They should be there any minute now.

ZERO
If you go southeast from there, you'll come to a road leading to the lake. Take EVA with you and head southeast.

(3)

ZERO
Snake, you'll take the lead and break through the enemy's line of defense.

ZERO
EVA will ordinarily be following behind you. If you lie on your belly, she'll lie down as well. If you slip and fall off a cliff, she'll follow right behind.

ZERO
You can call out to EVA by pressing the Action Button.

ZERO
Head to the lake along with EVA.

With EVA - hurry

ZERO
Snake, what do you think you're doing? The enemy search party will be there any minute. Head to the southeast, quickly!

With EVA - too far away

(1)

ZERO
Snake, where's EVA? You're too far away from her. Go back and get her immediately.

(2)

ZERO
She should be to your east.

(3)

ZERO
She should be to your west.

(4)

ZERO
She should be to your south.

(5)

ZERO
She should be to your north.

With EVA - if the enemy catches up

ZERO
Snake, if the enemy catches up to you, stop where you are and fight them off. However, there's no need to defeat them all.

ZERO
As soon as you've beaten them back, continue on toward the lake.

With EVA - hide

ZERO
If you find a hollow tree or clump of bushes, you can hide there until the enemy passes you by.

With EVA - destructible bridge

ZERO
You should be able to stall your pursuers if you block the way with that fallen tree.

ZERO
You can take it down with a Grenade or TNT.

With EVA - watch out for ambushes

ZERO
The enemy may try to get ahead and ambush you. Keep a constant watch on your surroundings. Use your sensors to stay aware of their locale.

With EVA - tree cavities

ZERO
That looks like a hollow tree. If you hide in there, the enemy might just pass you by without noticing.

ZERO
When EVA is hiding in the hollow tree, you can get her to come out by pressing yourself against the tree and pushing the CQC Button to knock.

With EVA - southern area

ZERO
Snake, the lake is in the northeast of that area. You're almost there. Head to the northeast, and don't forget EVA.

With EVA - start of southern area

ZERO
Snake, you can't return to the west from there. Head to the northeast!

With EVA - cliff at the end

ZERO
Snake, the lake is just over that cliff. EVA should be able to climb it if you help her. Keep her close to you.

With EVA - cliff at the end - during Alert Phase

ZERO
Snake, you're never going to make it up that cliff with the enemy attacking you. Take care of the enemy first. Then climb.

With EVA - The Boss is at the lake

ZERO
Snake, The Boss is waiting for you at the lake.

SNAKE
I know.

ZERO
That's all I can tell you.

ZERO
Finish the mission, Snake.

SNAKE
...

SNAKE
... Yeah.

Tormenting EVA

*While EVA lurches after being shot

ZERO
Snake!! What the hell are you doing to EVA!?

SIGINT
What the hell, man...!!

PARA-MEDIC
I can't believe you!!

ZERO
Of all the...! I can see now I chose the wrong man for this mission.

With EVA - EVA's in trouble

ZERO
Snake, what are you doing!? EVA is in danger! Hurry and save her!!

•Para-Medic

Prior to Reaching Lake

Don't leave EVA alone

PARA-MEDIC
You've given her treatment, but EVA is still badly injured. Don't stray too far from her side.

PARA-MEDIC
If you get too far apart, she might just sit down and refuse to move.

PARA-MEDIC
Make sure EVA stays with you on you way to the lake.

With EVA - LIFE recovery

PARA-MEDIC
You and EVA are both exhausted. You need to take it easy.

PARA-MEDIC
If you find a good place to hide, like tree hollows or bushes, lie low and let your LIFE recover. Got it?

With EVA - capture food

PARA-MEDIC
Snake, your escape is going to be a test of endurance. If you find edible plants or animals, be sure to catch enough for EVA to eat, too.

With EVA - EVA's seriously wounded

PARA-MEDIC
Snake, EVA's badly injured! Hurry and treat her injuries!!

With EVA - EVA's stamina

PARA-MEDIC
Snake, don't forget about EVA's stamina. She'll collapse from exhaustion if she runs out.

PARA-MEDIC
If EVA's stamina starts to run low, go into the Survival Viewer and give her something to eat.

PARA-MEDIC
To give her some food to eat, select a food item from "FOOD" and press the Enter Button, then select "EVA."

PARA-MEDIC
But don't give her anything rotten or poisonous!

With EVA - EVA's stamina has run out

PARA-MEDIC
Snake, EVA's all out of stamina! Quick, give her something to eat!

With EVA - treatment

PARA-MEDIC
You can treat EVA's wounds by selecting "EVA" from the "CURE" screen in the Survival Viewer.

PARA-MEDIC
If she gets injured, see to her right away. Got it?

With EVA - rain

PARA-MEDIC
I see it's started to rain. You burn through stamina a lot faster when it's raining. It'll also reduce your visual range and make it more difficult to sense where the enemy is. Be careful.

With EVA - just a little further

PARA-MEDIC
Snake, the lake is just up ahead! You can make it!!

•Sigint

Prior to Reaching Lake

With EVA – basics

SIGINT

Snake, you're almost to the lake. You can make it, man!

With EVA – stun and smoke

(1)

SIGINT

You don't have to beat all the guys that are after you. The only thing you need to worry about is getting away in one piece.

(2)

SIGINT

Smoke grenades and stun grenades might not cause any damage, but they're pretty good at slowing people down.

With EVA – traps

SIGINT

Snake, you and EVA are both in real bad shape. I wouldn't be thinking about taking the enemy on in an all-out fight if I were you.

SIGINT

It's time to start laying some traps. Set up a trap the right way and you can stop the enemy in his tracks. And that'll buy you some time.

SIGINT

Use TNT and Claymores to give them a hard time.

•Major

The Boss Battle

The Boss battle - basics

(1)

ZERO

Snake, it's time to complete your final mission.

ZERO

This is where you fulfill your loyalty to your country - and perhaps to her as well.

ZERO

You must defeat The Boss!

(2)

ZERO

The firepower of that Patriot pistol The Boss is using is beyond compare. In a straight shoot-out, you'd lose every time.

ZERO

Your first concern should be to hide yourself while using camouflage.

ZERO

Maneuver towards The Boss' blind side, wait for an opening, and attack her with a gun or CQC.

The Boss battle - avoid attacking head-on

ZERO

Watch out for The Boss' Patriot pistol. Any attack you make is going to be futile in the face of such overwhelming firepower.

ZERO

Attack her from the back or side. Use your camouflage to sneak into her blind spot!

The Boss battle - Intrusion

ZERO

You can also crawl through the flowers in Intrusion View. Use this technique to maneuver discreetly into The Boss' blind spot.

ZERO

In First Person View, you can press the Left and Right Step Buttons simultaneously to prop yourself up.

ZERO
That way, you can keep track of The Boss' position as you move.

ZERO
The motion detector and active sonar will also prove useful.

ZERO
Sneak behind The Boss so that she remains unaware of your position.

The Boss battle – CQC

ZERO
In a proximity encounter, The Boss will obviously try to use CQC on you.

ZERO
By pressing the CQC Button at the very moment The Boss launches a CQC strike, you can parry the attack.

ZERO
If you're successful, you can maneuver around to her side. That's your chance to use CQC on her.

ZERO
But if you fail, not only will she throw you, but she'll disassemble your weapon as well.

ZERO
Watch The Boss' movements carefully. Timing is everything!

The Boss battle – time limit

ZERO
The Boss has ordered MiGs to launch an air strike. If you don't finish the battle within 10 minutes, you'll both be blown to bits.

ZERO
You must defeat The Boss before the MiGs get there!

The Boss battle – time's running out

ZERO
Hurry, Snake! You're running out of time!

ZERO
I won't allow you to die with her! Finish her off, now, Snake!

•Para-Medic

The Boss Battle

The Boss battle - throw things

PARA-MEDIC
The Boss is human just like you and me. If she gets distracted, she's sure to leave herself open to attack.

PARA-MEDIC
Try throwing a magazine or a captured animal and see what happens!

The Boss battle - the flowers

PARA-MEDIC
Snake, it's all over if you lose sight of The Boss. Don't let those falling flower petals confuse you!

•Sigint

The Boss Battle

The Boss battle - the Patriot

(1)

SIGINT
That gun The Boss is using is a one-of-a-kind sidearm she had made especially for her. They call it the "Patriot."

(2)

SIGINT
Basically, they took the Army's experimental XM16E1, cut the barrel short, and took off the stock.

SIGINT
It handles like a handgun, but it's got the stopping power of a rifle. Because the barrel is cut so short, it's got some nasty recoil though.

SIGINT
I can't believe she's using it with one hand! Now I see why she's the leader of the Cobras and a legendary hero.

(3)

SIGINT
As long as The Boss is firing that Patriot at you, frontal attacks are going to be useless. Get around to her back or side and attack her from there. Move!

The Boss battle - CQC field strips

SIGINT
If The Boss gets you with a CQC attack, there's a chance she'll disassemble whatever weapon you've got equipped at the time.

SIGINT
The disassembled weapon will turn into Item Boxes and scatter around the area. Try and recover them right away.

The Boss battle - stun and smoke

SIGINT
One tactic you might want to try is blinding her with a stun grenade or a smoke grenade.

SIGINT
While she's lost sight of you, move around to her side or back and attack her!

The Boss battle - determine her position

SIGINT
Snake, move through the flower field so The Boss can't see you, and try to get behind her.

SIGINT
Use the active sonar or the motion detector to figure out her position.

SIGINT
But keep an eye on the batteries!

The Boss battle – the MiGs

(1)

SIGINT
So The Boss called in the MiGs?

(2)

SIGINT
The MiGs The Boss called in are probably MiG-21s, a Soviet front line fighter.

SIGINT
They can be equipped with rocket pods and bombs for air-to-ground attacks.

(3)

SIGINT
If the MiGs dump napalm on you, you can kiss your ass goodbye. You gotta beat The Boss before that happens!

The Boss battle – there's no time

SIGINT
Snake! You're running out of time! Hurry and finish her off!

•Major

Russian Roulette Battle

Roulette battle – pick up a gun!

ZERO
Snake, pick up one of the Item Boxes on the floor.

ZERO
One of them contains a loaded revolver.

ZERO
My bet's on you, Snake! Pick up the gun!!

•Para-Medic

Russian Roulette Battle

Roulette battle - pick up a gun from the floor

PARA-MEDIC
Snake, pick up the gun already! Trust your instincts!

•Sigint

Russian Roulette Battle

Roulette battle - pick up a gun!

SIGINT
It's too late to back out now, Snake! Pick up the gun!

SECTION 8

Ending

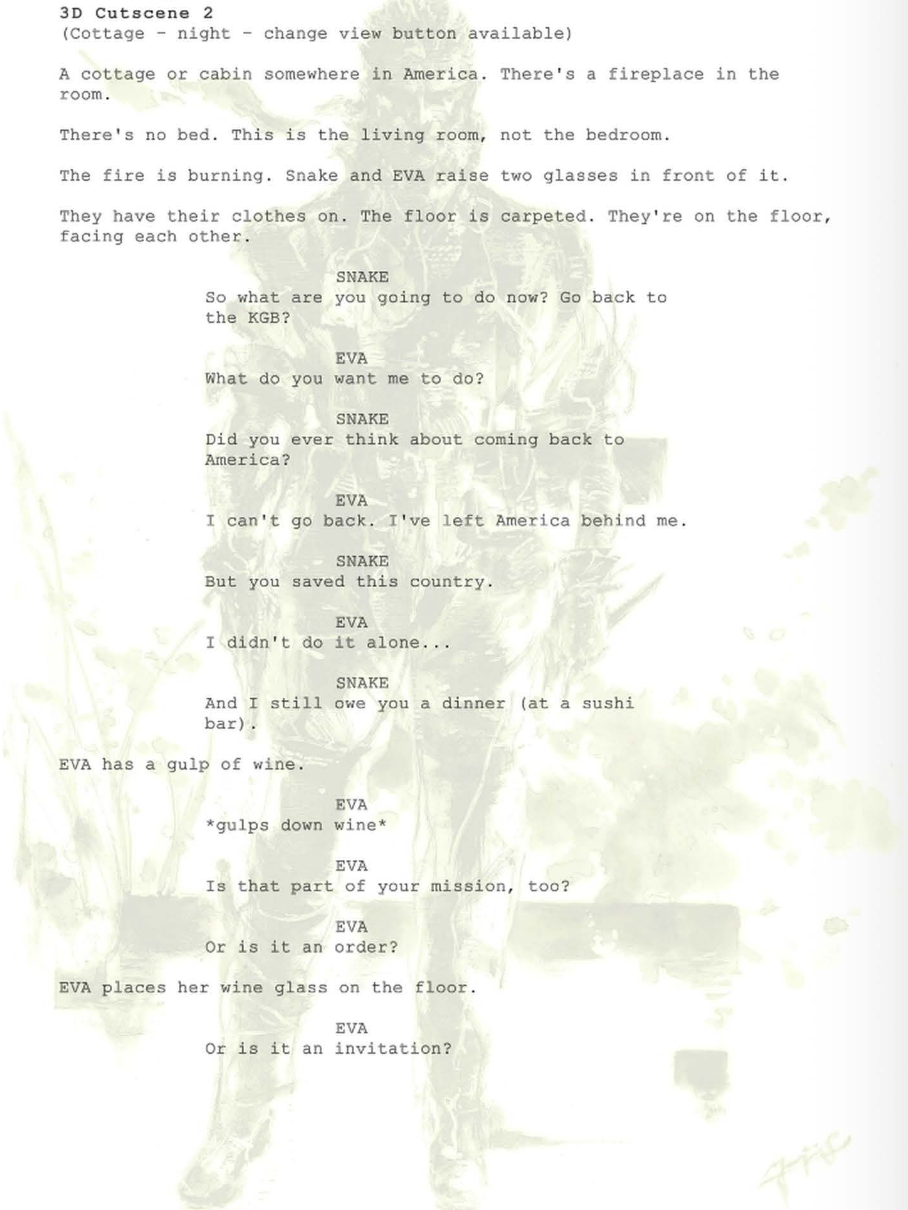
エンディング

FOX

Ending

3D Cutscene 2

(Cottage - night - change view button available)



A cottage or cabin somewhere in America. There's a fireplace in the room.

There's no bed. This is the living room, not the bedroom.

The fire is burning. Snake and EVA raise two glasses in front of it.

They have their clothes on. The floor is carpeted. They're on the floor, facing each other.

SNAKE
So what are you going to do now? Go back to the KGB?

EVA
What do you want me to do?

SNAKE
Did you ever think about coming back to America?

EVA
I can't go back. I've left America behind me.

SNAKE
But you saved this country.

EVA
I didn't do it alone...

SNAKE
And I still owe you a dinner (at a sushi bar).

EVA has a gulp of wine.

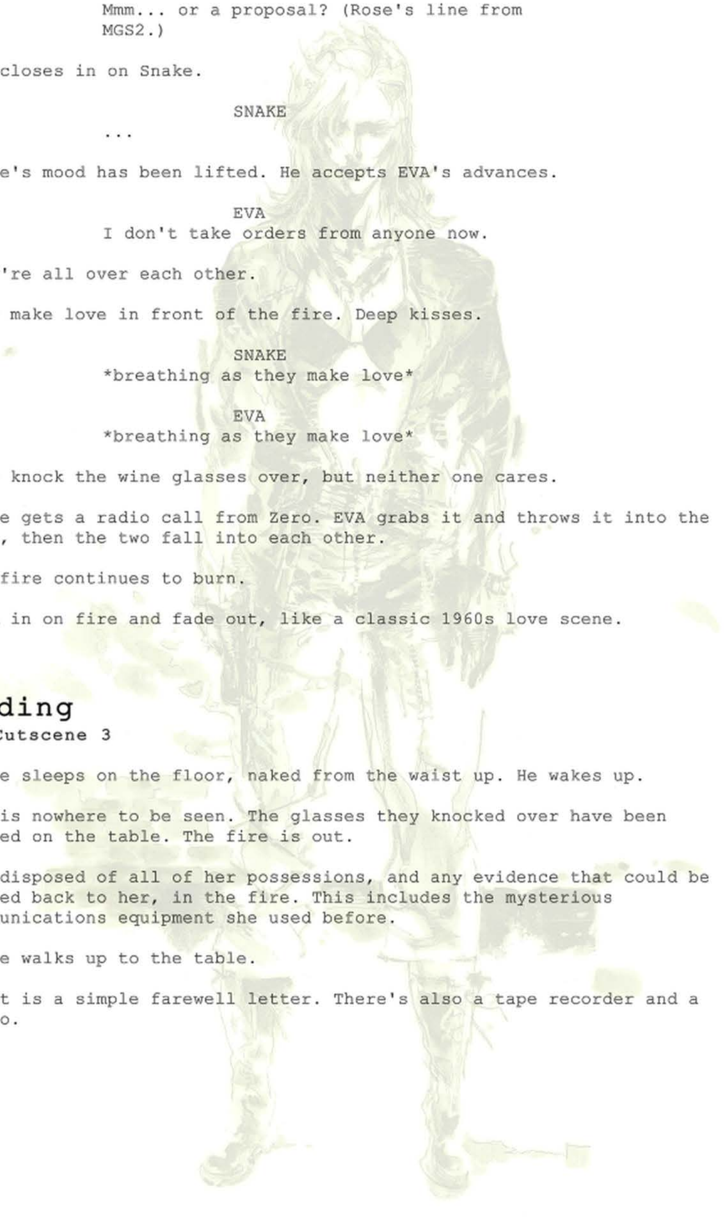
EVA
gulps down wine

EVA
Is that part of your mission, too?

EVA
Or is it an order?

EVA places her wine glass on the floor.

EVA
Or is it an invitation?



She then takes Snake's glass and places it on the floor too.

EVA
Mmm... or a proposal? (Rose's line from MGS2.)

EVA closes in on Snake.

SNAKE
...

Snake's mood has been lifted. He accepts EVA's advances.

EVA
I don't take orders from anyone now.

They're all over each other.

They make love in front of the fire. Deep kisses.

SNAKE
breathing as they make love

EVA
breathing as they make love

They knock the wine glasses over, but neither one cares.

Snake gets a radio call from Zero. EVA grabs it and throws it into the fire, then the two fall into each other.

The fire continues to burn.

Zoom in on fire and fade out, like a classic 1960s love scene.

Ending

3D Cutscene 3

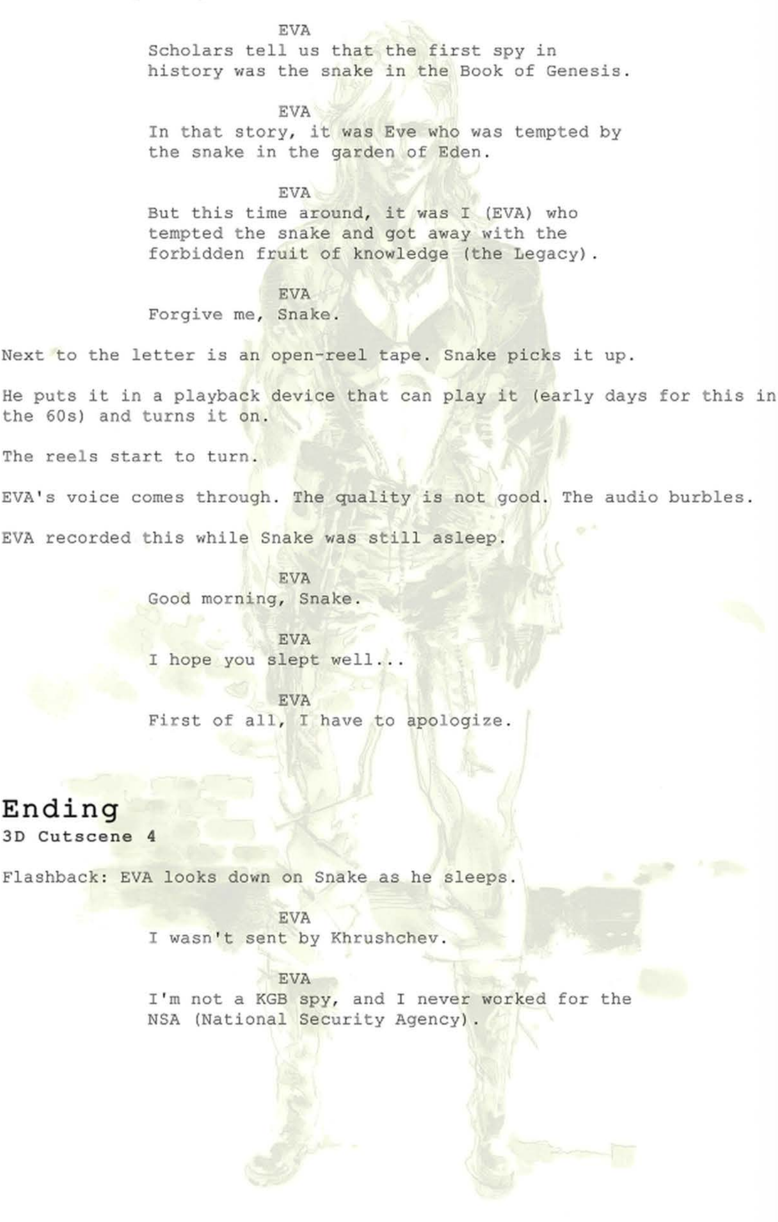
Snake sleeps on the floor, naked from the waist up. He wakes up.

EVA is nowhere to be seen. The glasses they knocked over have been placed on the table. The fire is out.

EVA disposed of all of her possessions, and any evidence that could be traced back to her, in the fire. This includes the mysterious communications equipment she used before.

Snake walks up to the table.

On it is a simple farewell letter. There's also a tape recorder and a photo.



The photo is of Snake, the one taken behind the waterfall. On the back is an imprint from her lips and one word written in lipstick: "Goodbye." EVA's monologue begins.

EVA
Scholars tell us that the first spy in history was the snake in the Book of Genesis.

EVA
In that story, it was Eve who was tempted by the snake in the garden of Eden.

EVA
But this time around, it was I (EVA) who tempted the snake and got away with the forbidden fruit of knowledge (the Legacy).

EVA
Forgive me, Snake.

Next to the letter is an open-reel tape. Snake picks it up.

He puts it in a playback device that can play it (early days for this in the 60s) and turns it on.

The reels start to turn.

EVA's voice comes through. The quality is not good. The audio burbles.

EVA recorded this while Snake was still asleep.

EVA
Good morning, Snake.

EVA
I hope you slept well...

EVA
First of all, I have to apologize.

Ending

3D Cutscene 4

Flashback: EVA looks down on Snake as he sleeps.

EVA
I wasn't sent by Khrushchev.

EVA
I'm not a KGB spy, and I never worked for the NSA (National Security Agency).

Ending

3D Cutscene 5

Snake bites off the end of a cigar and lights it using a cigar match.

EVA
I am an agent of the People's Republic of China... for the General HQ Second Department of the People's Liberation Army...

EVA
It was all a lie. I tricked you... and I'm sorry.

EVA is outside the cottage.

She loads belongings onto a bike.

She isn't wearing a helmet.

Snake loses himself in thought as he smokes.

EVA
The Philosophers still exist (are still alive) in China, too.

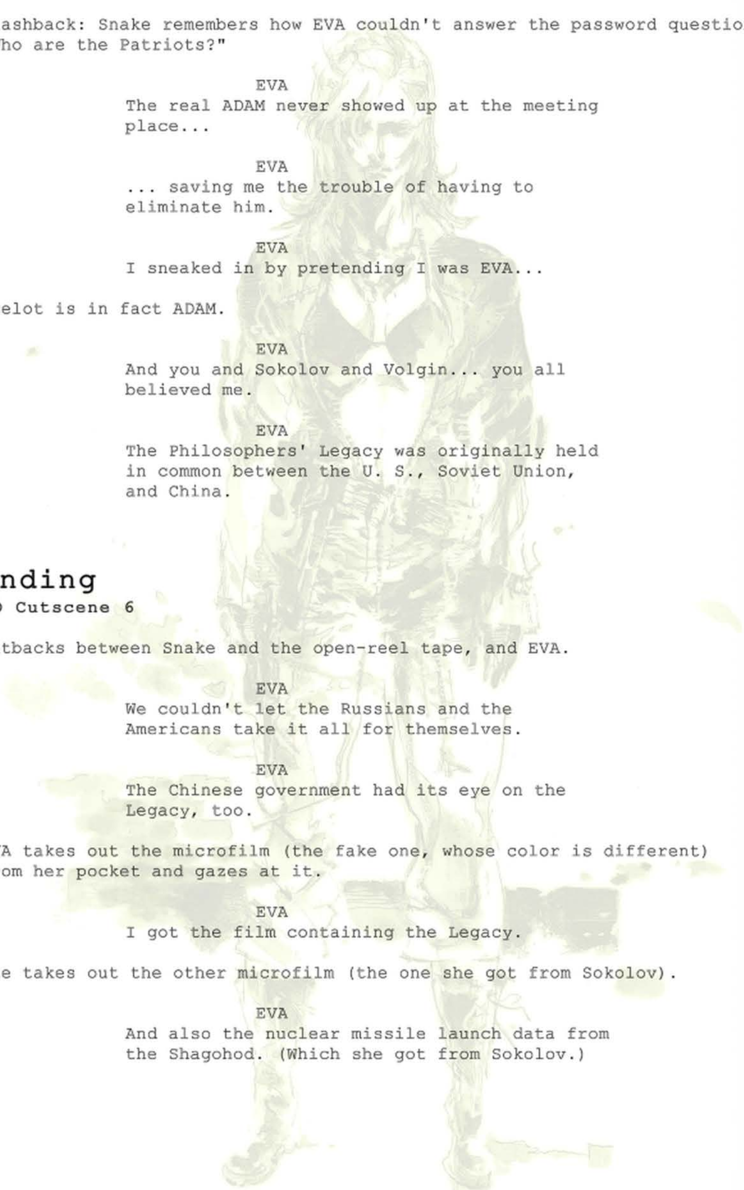
EVA
You see, my mission was to find out where Volgin was hiding the Philosophers' Legacy and steal it...

EVA
So I infiltrated his base as a KGB spy.

Snake exhales blue tobacco smoke.

EVA
The two NSA (National Security Agency) code breakers who defected in 1960...

EVA
... were actually both men.



Ending

Movie 1

Flashback: Snake remembers how EVA couldn't answer the password question "Who are the Patriots?"

EVA
The real ADAM never showed up at the meeting place...

EVA
... saving me the trouble of having to eliminate him.

EVA
I sneaked in by pretending I was EVA...

Ocelot is in fact ADAM.

EVA
And you and Sokolov and Volgin... you all believed me.

EVA
The Philosophers' Legacy was originally held in common between the U. S., Soviet Union, and China.

Ending

3D Cutscene 6

Cutbacks between Snake and the open-reel tape, and EVA.

EVA
We couldn't let the Russians and the Americans take it all for themselves.

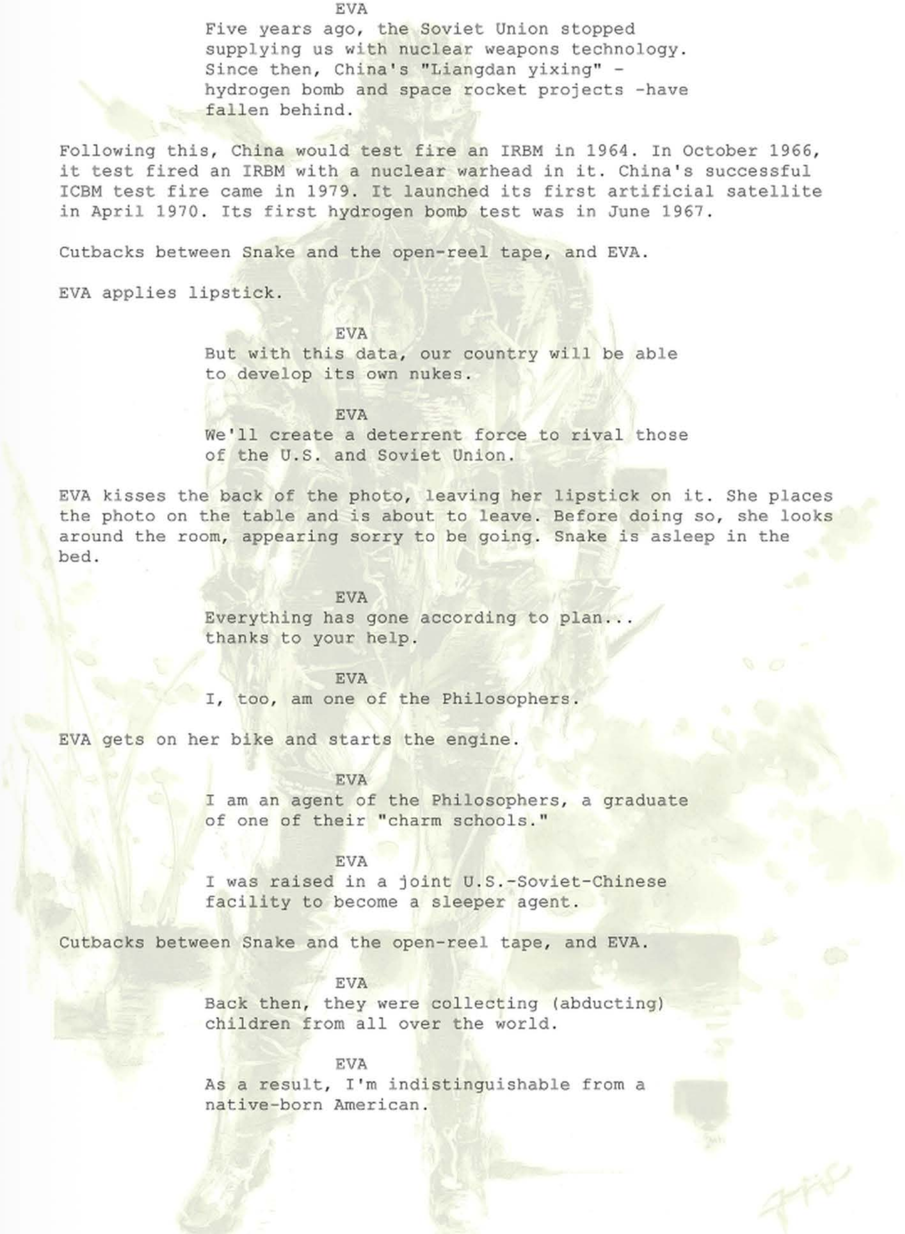
EVA
The Chinese government had its eye on the Legacy, too.

EVA takes out the microfilm (the fake one, whose color is different) from her pocket and gazes at it.

EVA
I got the film containing the Legacy.

She takes out the other microfilm (the one she got from Sokolov).

EVA
And also the nuclear missile launch data from the Shagohod. (Which she got from Sokolov.)



EVA
Five years ago, the Soviet Union stopped supplying us with nuclear weapons technology. Since then, China's "Liangdan yixing" - hydrogen bomb and space rocket projects -have fallen behind.

Following this, China would test fire an IRBM in 1964. In October 1966, it test fired an IRBM with a nuclear warhead in it. China's successful ICBM test fire came in 1979. It launched its first artificial satellite in April 1970. Its first hydrogen bomb test was in June 1967.

Cutbacks between Snake and the open-reel tape, and EVA.

EVA applies lipstick.

EVA
But with this data, our country will be able to develop its own nukes.

EVA
We'll create a deterrent force to rival those of the U.S. and Soviet Union.

EVA kisses the back of the photo, leaving her lipstick on it. She places the photo on the table and is about to leave. Before doing so, she looks around the room, appearing sorry to be going. Snake is asleep in the bed.

EVA
Everything has gone according to plan... thanks to your help.

EVA
I, too, am one of the Philosophers.

EVA gets on her bike and starts the engine.

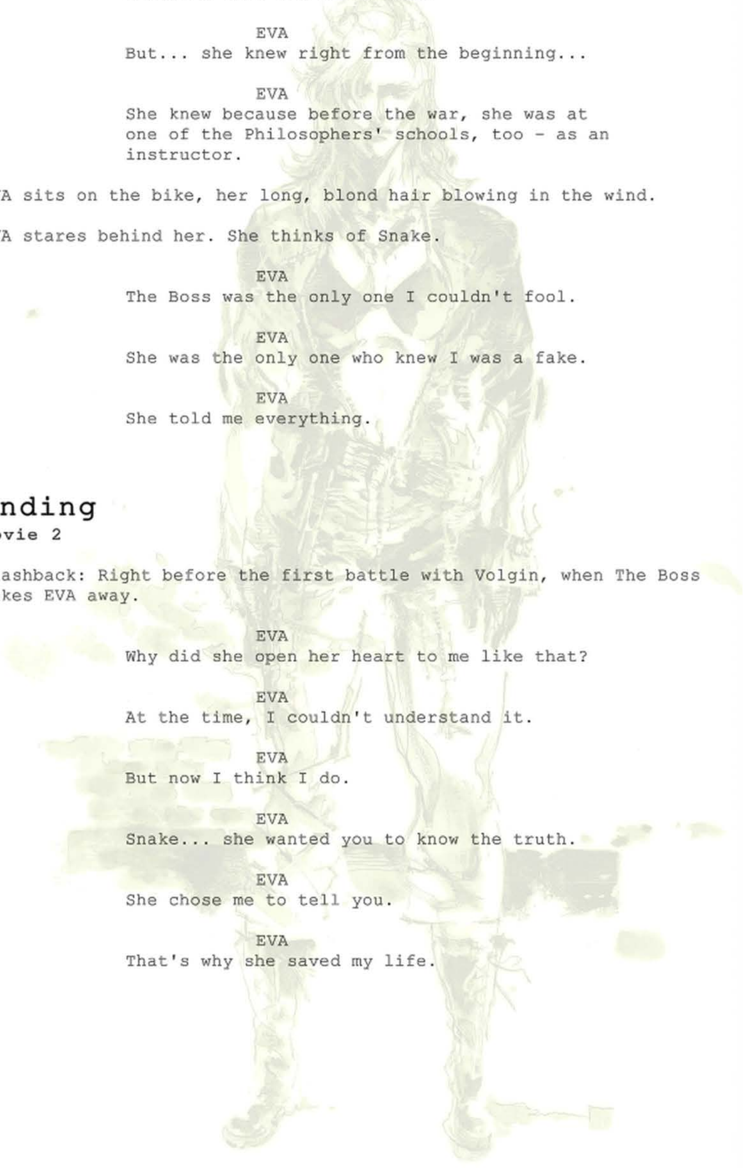
EVA
I am an agent of the Philosophers, a graduate of one of their "charm schools."

EVA
I was raised in a joint U.S.-Soviet-Chinese facility to become a sleeper agent.

Cutbacks between Snake and the open-reel tape, and EVA.

EVA
Back then, they were collecting (abducting) children from all over the world.

EVA
As a result, I'm indistinguishable from a native-born American.



Snake takes out the real microfilm.

EVA
So it didn't surprise me when you and Volgin couldn't tell the difference.

EVA
But... she knew right from the beginning...

EVA
She knew because before the war, she was at one of the Philosophers' schools, too - as an instructor.

EVA sits on the bike, her long, blond hair blowing in the wind.

EVA stares behind her. She thinks of Snake.

EVA
The Boss was the only one I couldn't fool.

EVA
She was the only one who knew I was a fake.

EVA
She told me everything.

Ending

Movie 2

Flashback: Right before the first battle with Volgin, when The Boss takes EVA away.

EVA
Why did she open her heart to me like that?

EVA
At the time, I couldn't understand it.

EVA
But now I think I do.

EVA
Snake... she wanted you to know the truth.

EVA
She chose me to tell you.

EVA
That's why she saved my life.

Ending

3D Cutscene 7

Flashback: EVA looks at Snake as he sleeps. EVA is contacting China, reporting on a successful mission. The communication ends.

EVA
I've lied to you so many times. But not this time.

EVA
My orders from the government were to obtain the Legacy...

EVA
...and to eliminate everyone who knew the truth about what happened.

EVA
In other words, I'm supposed to kill you.

EVA temporarily points a gun at Snake.

EVA
But I can't do it.

EVA
Not because we loved each other.

EVA
And not because you saved my life.

EVA
But because I made a promise to The Boss...

EVA
And I intend to keep it.

Ending

3D Cutscene 8

The reels are running. There's only a little bit of tape left. EVA throws the mysterious communication device into the fire.

EVA
I just wanted you to know.

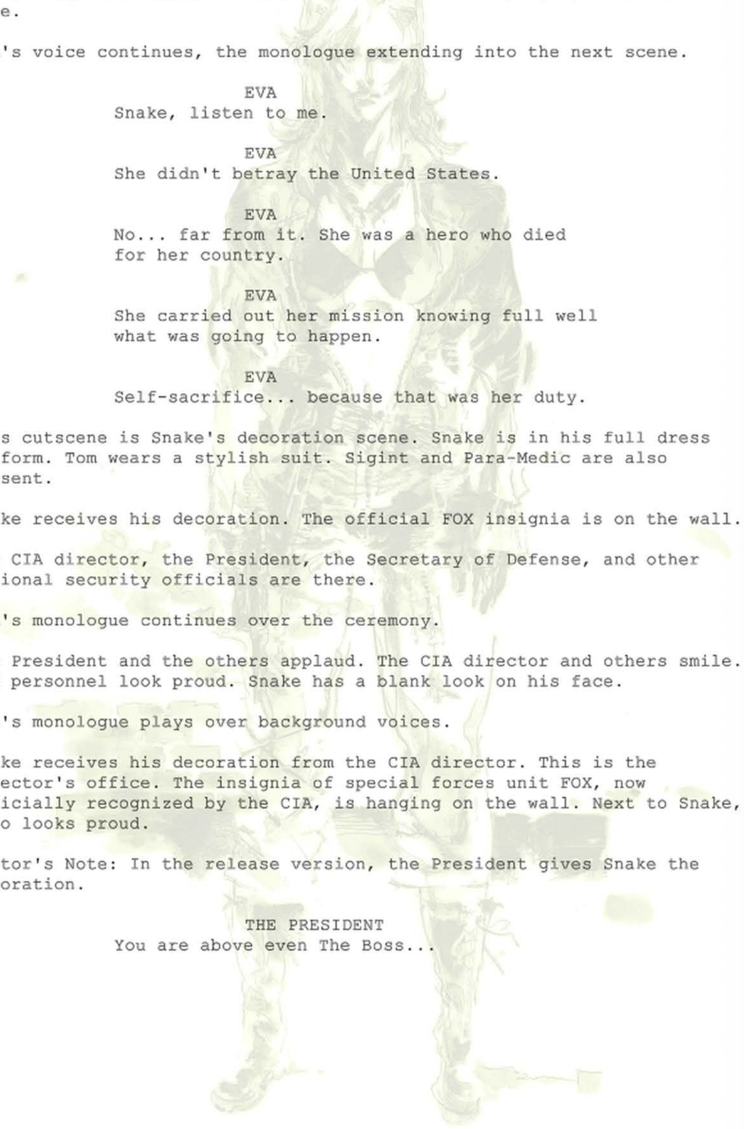
EVA puts on a pair of sunglasses and takes off!

EVA
And... you have to live.

Smoke comes out of the machine as it's destroyed right in front of Snake.

Ending

3D Cutscene 9 (MC)



Snake is wearing his full dress (military) uniform.

Harry Gregson-Williams's Patriot track will start playing from around here.

EVA's voice continues, the monologue extending into the next scene.

EVA
Snake, listen to me.

EVA
She didn't betray the United States.

EVA
No... far from it. She was a hero who died for her country.

EVA
She carried out her mission knowing full well what was going to happen.

EVA
Self-sacrifice... because that was her duty.

This cutscene is Snake's decoration scene. Snake is in his full dress uniform. Tom wears a stylish suit. Sigint and Para-Medic are also present.

Snake receives his decoration. The official FOX insignia is on the wall.

The CIA director, the President, the Secretary of Defense, and other national security officials are there.

EVA's monologue continues over the ceremony.

The President and the others applaud. The CIA director and others smile. FOX personnel look proud. Snake has a blank look on his face.

EVA's monologue plays over background voices.

Snake receives his decoration from the CIA director. This is the director's office. The insignia of special forces unit FOX, now officially recognized by the CIA, is hanging on the wall. Next to Snake, Zero looks proud.

Editor's Note: In the release version, the President gives Snake the decoration.

THE PRESIDENT
You are above even The Boss...

THE PRESIDENT
I hereby award you the title of Big Boss.

THE PRESIDENT
You are a true patriot. (The Boss is the true patriot, and this outcome leads to the creation of MGS2's the Patriots.)

After receiving the decoration, Snake walks out.

A high-ranking military official with the Defense Department whispers into the CIA director's ear.

DOD OFFICIAL
You know, we could use an infiltration unit like FOX in the army...

DOD OFFICIAL
Someone like him to handle our top-secret sneaking missions for us...

DOD OFFICIAL
A man who combines the qualities of a soldier and an agent...

EVA
The Boss' defection was a ruse set up by the U.S. government.

EVA
It was all a big drama staged by Washington so they could get their hands on the Philosophers' Legacy.

EVA
And The Boss was the star of the show.

EVA
They planned it so that they could get the Legacy that Colonel Volgin inherited...

EVA
... and destroy the Shagohod at the same time.

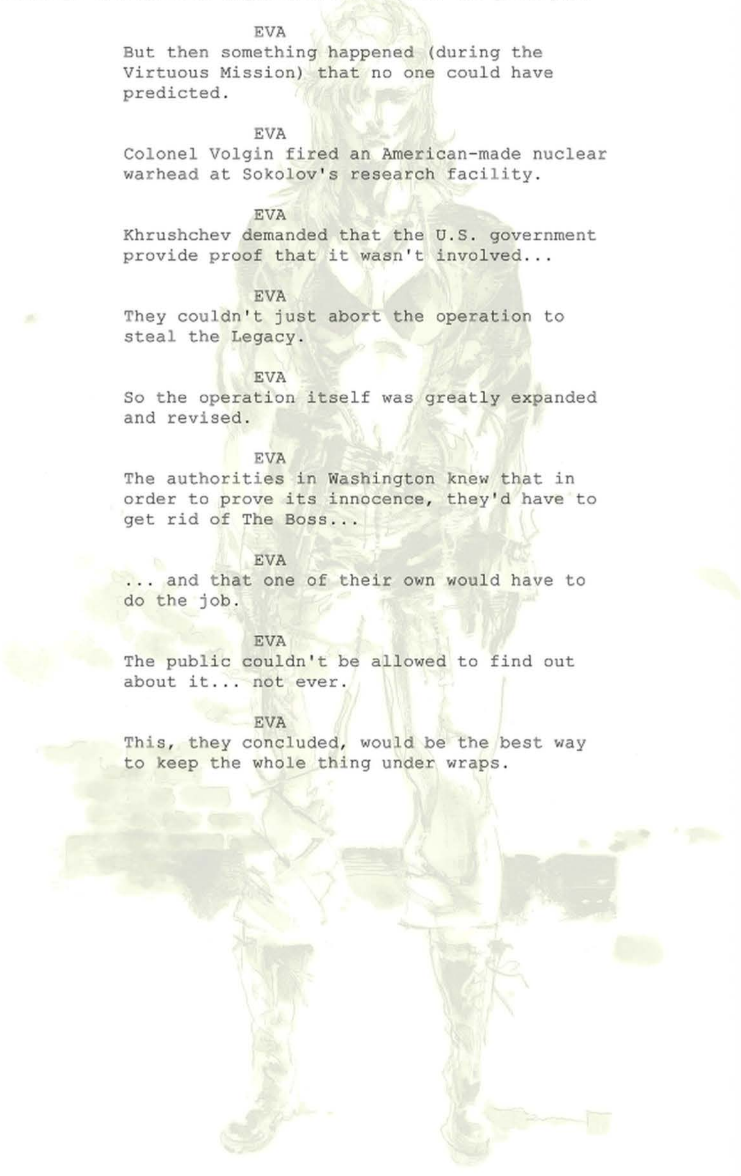
EVA
Only a legendary hero like The Boss could have earned Volgin's trust.

EVA
Finding out where the Philosophers' Legacy was hidden was to be her greatest mission.

EVA
Everything was going according to plan...

Ending

Movie 3



Flashback: The nuclear explosion scene from the prologue.

EVA
But then something happened (during the Virtuous Mission) that no one could have predicted.

EVA
Colonel Volgin fired an American-made nuclear warhead at Sokolov's research facility.

EVA
Khrushchev demanded that the U.S. government provide proof that it wasn't involved...

EVA
They couldn't just abort the operation to steal the Legacy.

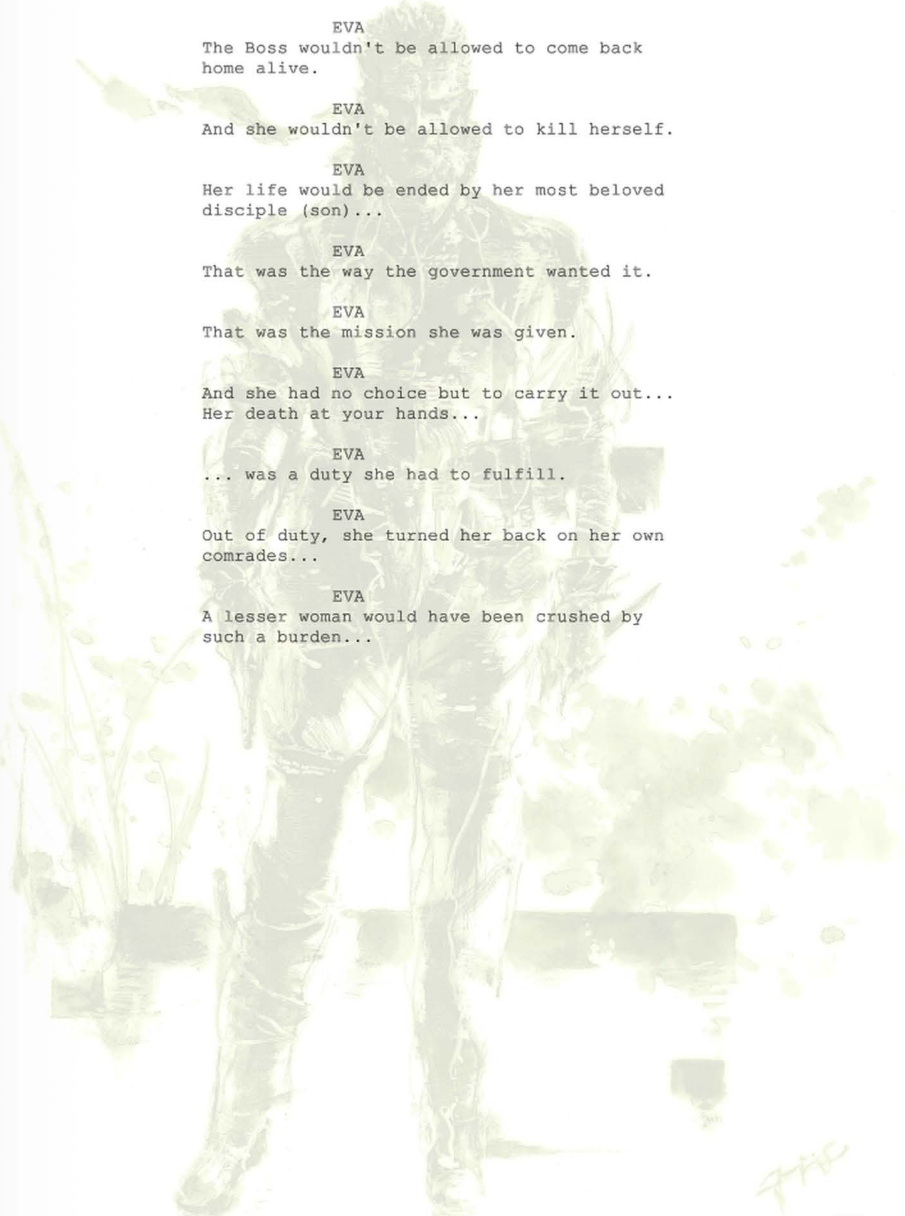
EVA
So the operation itself was greatly expanded and revised.

EVA
The authorities in Washington knew that in order to prove its innocence, they'd have to get rid of The Boss...

EVA
... and that one of their own would have to do the job.

EVA
The public couldn't be allowed to find out about it... not ever.

EVA
This, they concluded, would be the best way to keep the whole thing under wraps.



Flashback: Scene where The Boss shows up.

EVA

The Boss wouldn't be allowed to come back home alive.

EVA

And she wouldn't be allowed to kill herself.

EVA

Her life would be ended by her most beloved disciple (son)...

EVA

That was the way the government wanted it.

EVA

That was the mission she was given.

EVA

And she had no choice but to carry it out...
Her death at your hands...

EVA

... was a duty she had to fulfill.

EVA

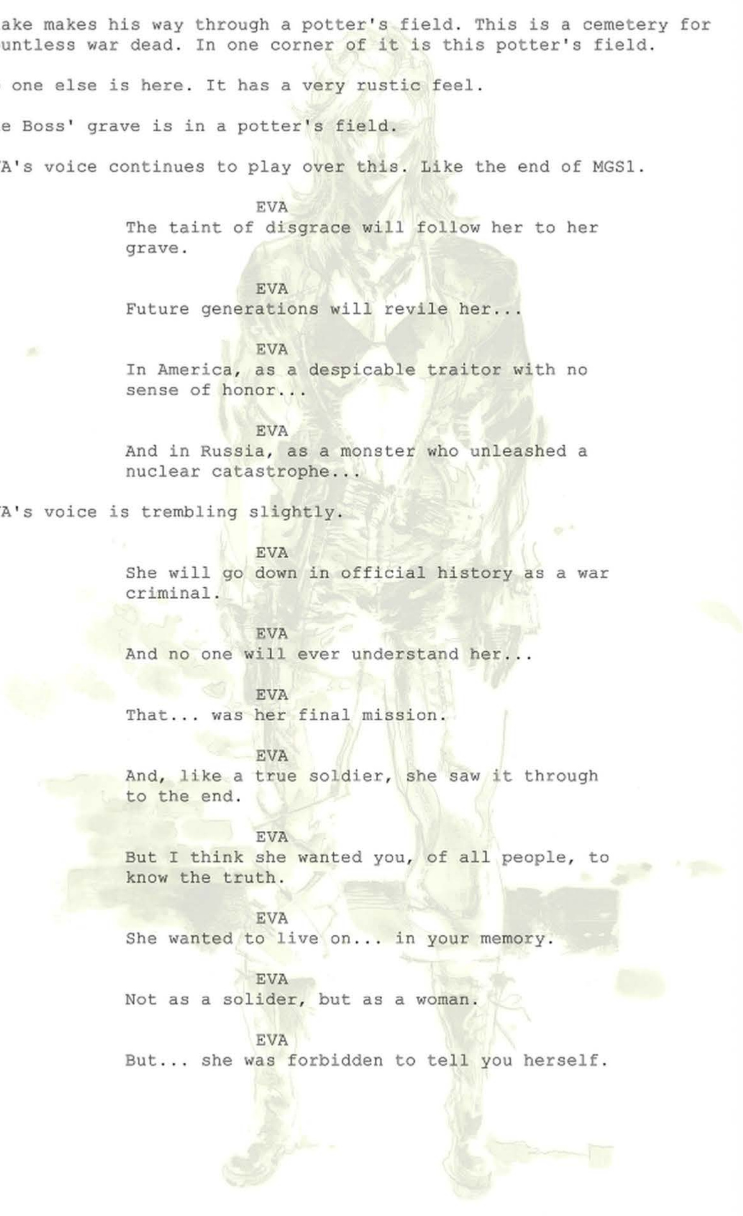
Out of duty, she turned her back on her own comrades...

EVA

A lesser woman would have been crushed by such a burden...

Ending

3D Cutscene 10



Snake makes his way through a potter's field. This is a cemetery for countless war dead. In one corner of it is this potter's field.

No one else is here. It has a very rustic feel.

The Boss' grave is in a potter's field.

EVA's voice continues to play over this. Like the end of MGS1.

EVA
The taint of disgrace will follow her to her grave.

EVA
Future generations will revile her...

EVA
In America, as a despicable traitor with no sense of honor...

EVA
And in Russia, as a monster who unleashed a nuclear catastrophe...

EVA's voice is trembling slightly.

EVA
She will go down in official history as a war criminal.

EVA
And no one will ever understand her...

EVA
That... was her final mission.

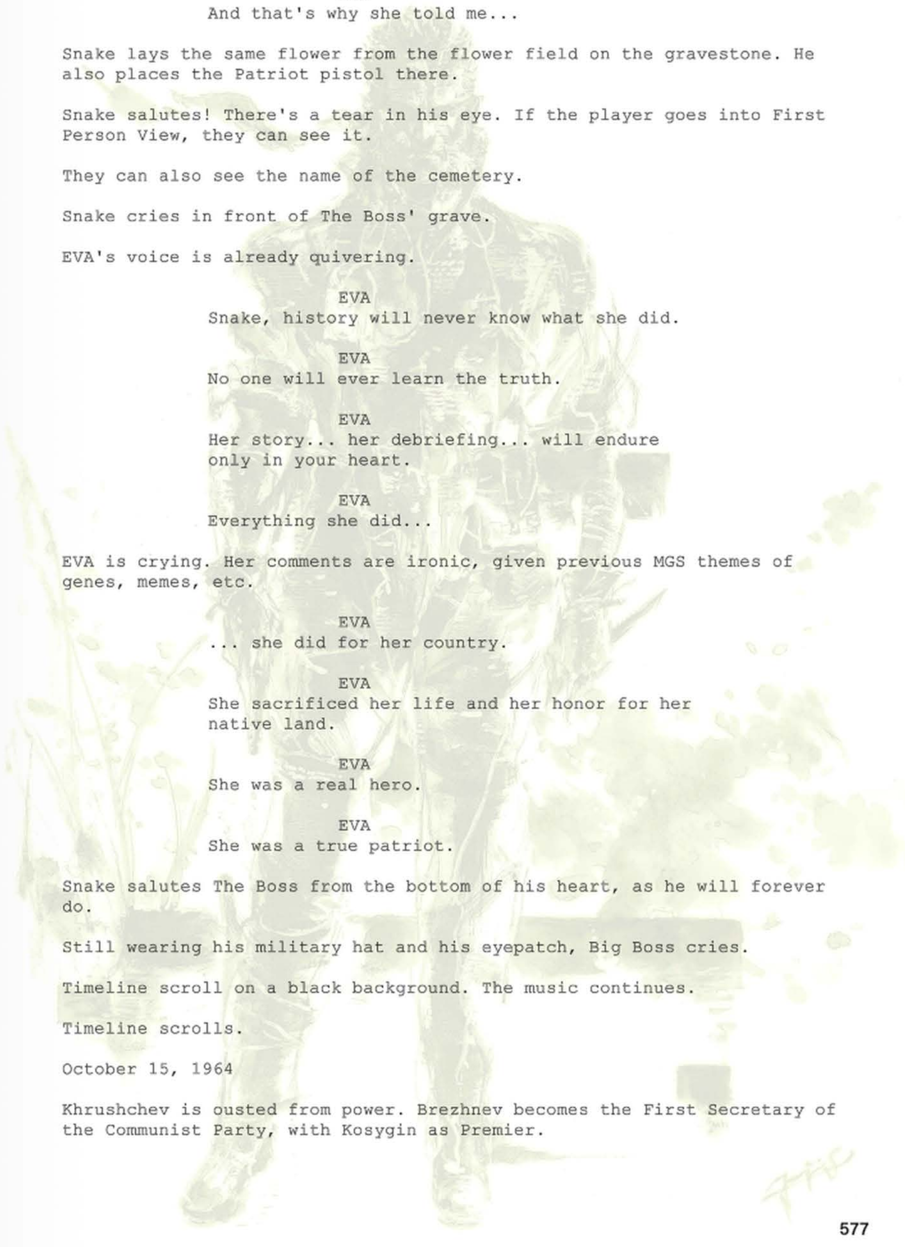
EVA
And, like a true soldier, she saw it through to the end.

EVA
But I think she wanted you, of all people, to know the truth.

EVA
She wanted to live on... in your memory.

EVA
Not as a solider, but as a woman.

EVA
But... she was forbidden to tell you herself.



EVA
And that's why she told me...

Snake lays the same flower from the flower field on the gravestone. He also places the Patriot pistol there.

Snake salutes! There's a tear in his eye. If the player goes into First Person View, they can see it.

They can also see the name of the cemetery.

Snake cries in front of The Boss' grave.

EVA's voice is already quivering.

EVA
Snake, history will never know what she did.

EVA
No one will ever learn the truth.

EVA
Her story... her debriefing... will endure
only in your heart.

EVA
Everything she did...

EVA is crying. Her comments are ironic, given previous MGS themes of genes, memes, etc.

EVA
... she did for her country.

EVA
She sacrificed her life and her honor for her
native land.

EVA
She was a real hero.

EVA
She was a true patriot.

Snake salutes The Boss from the bottom of his heart, as he will forever do.

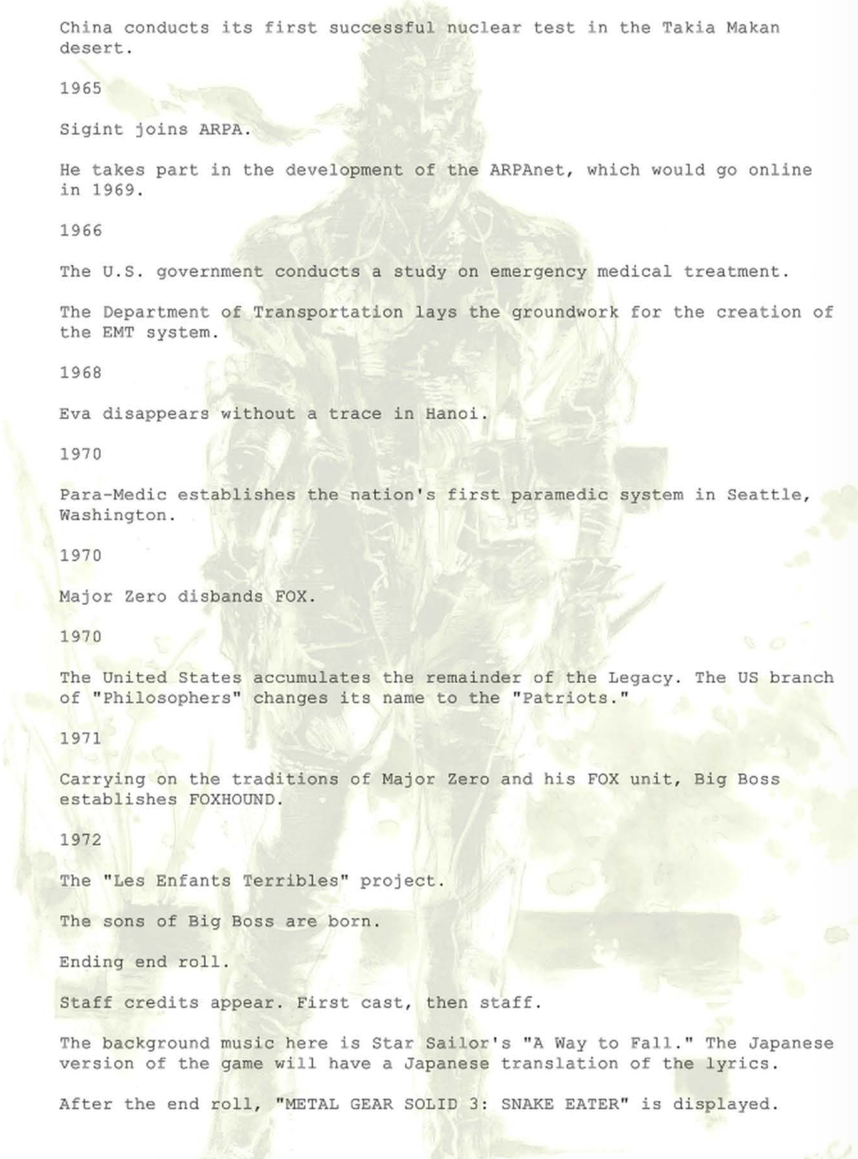
Still wearing his military hat and his eyepatch, Big Boss cries.

Timeline scroll on a black background. The music continues.

Timeline scrolls.

October 15, 1964

Khrushchev is ousted from power. Brezhnev becomes the First Secretary of the Communist Party, with Kosygin as Premier.



October 16, 1964

China conducts its first successful nuclear test in the Takia Makan desert.

1965

Sigint joins ARPA.

He takes part in the development of the ARPAnet, which would go online in 1969.

1966

The U.S. government conducts a study on emergency medical treatment.

The Department of Transportation lays the groundwork for the creation of the EMT system.

1968

Eva disappears without a trace in Hanoi.

1970

Para-Medic establishes the nation's first paramedic system in Seattle, Washington.

1970

Major Zero disbands FOX.

1970

The United States accumulates the remainder of the Legacy. The US branch of "Philosophers" changes its name to the "Patriots."

1971

Carrying on the traditions of Major Zero and his FOX unit, Big Boss establishes FOXHOUND.

1972

The "Les Enfants Terribles" project.

The sons of Big Boss are born.

Ending end roll.

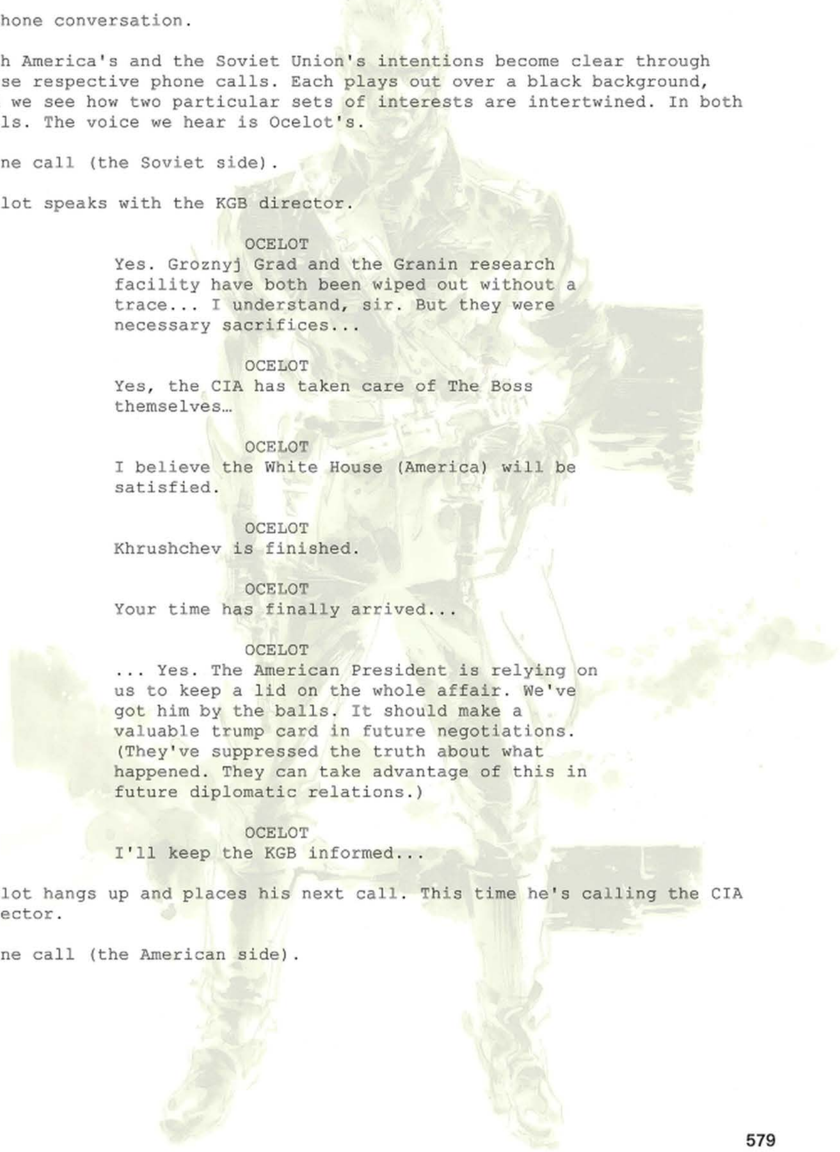
Staff credits appear. First cast, then staff.

The background music here is Star Sailor's "A Way to Fall." The Japanese version of the game will have a Japanese translation of the lyrics.

After the end roll, "METAL GEAR SOLID 3: SNAKE EATER" is displayed.

Ending

Phone Calls



"METAL GEAR SOLID 3: SNAKE EATER" + black background.

A phone conversation.

Both America's and the Soviet Union's intentions become clear through these respective phone calls. Each plays out over a black background, and we see how two particular sets of interests are intertwined. In both calls. The voice we hear is Ocelot's.

Phone call (the Soviet side).

Ocelot speaks with the KGB director.

OCELOT
Yes. Groznyj Grad and the Granin research facility have both been wiped out without a trace... I understand, sir. But they were necessary sacrifices...

OCELOT
Yes, the CIA has taken care of The Boss themselves…

OCELOT
I believe the White House (America) will be satisfied.

OCELOT
Khrushchev is finished.

OCELOT
Your time has finally arrived...

OCELOT
... Yes. The American President is relying on us to keep a lid on the whole affair. We've got him by the balls. It should make a valuable trump card in future negotiations. (They've suppressed the truth about what happened. They can take advantage of this in future diplomatic relations.)

OCELOT
I'll keep the KGB informed...

Ocelot hangs up and places his next call. This time he's calling the CIA director.

Phone call (the American side).

Ocelot speaks with the CIA director.

Ocelot has actually been a triple-crossing spy working directly for the CIA director (the Philosophers).

OCELOT
Yes, it's me.

OCELOT
The Boss has accomplished her mission.

OCELOT
The Philosophers' Legacy is now safely with us... in America's hands...

OCELOT
With this money... yes, the Philosophers can finally be revived.

OCELOT
The film we handed to the Chinese was a fake...

OCELOT
Peking must be in an uproar right about now.

OCELOT
... I'm afraid so. Only half of the money has made it back to the United States...

OCELOT
The KGB must still have part of the Legacy...

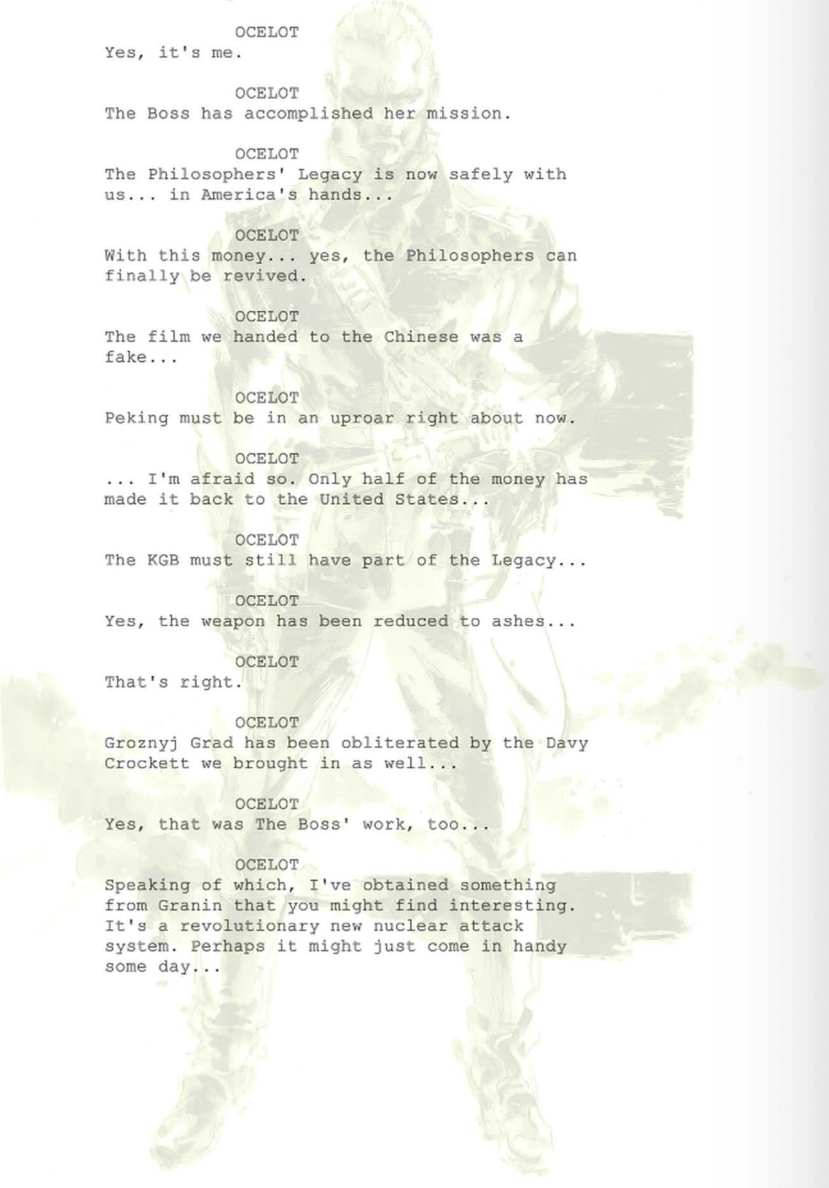
OCELOT
Yes, the weapon has been reduced to ashes...

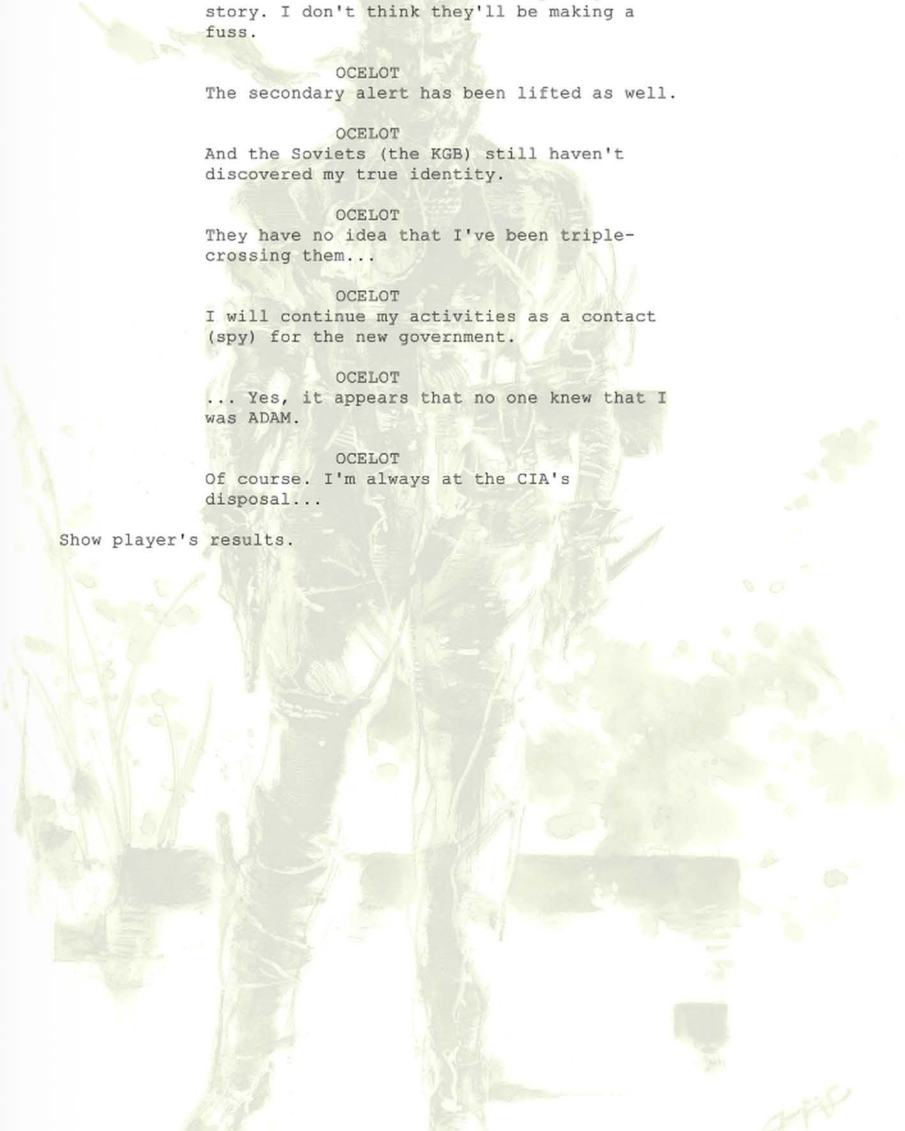
OCELOT
That's right.

OCELOT
Groznyj Grad has been obliterated by the Davy Crockett we brought in as well...

OCELOT
Yes, that was The Boss' work, too...

OCELOT
Speaking of which, I've obtained something from Granin that you might find interesting. It's a revolutionary new nuclear attack system. Perhaps it might just come in handy some day...





OCELOT
... Yes. We have John - I mean, Snake - to thank for that. Khrushchev (the military) believed it as well... Yes, they bought our story. I don't think they'll be making a fuss.

OCELOT
The secondary alert has been lifted as well.

OCELOT
And the Soviets (the KGB) still haven't discovered my true identity.

OCELOT
They have no idea that I've been triple-crossing them...

OCELOT
I will continue my activities as a contact (spy) for the new government.

OCELOT
... Yes, it appears that no one knew that I was ADAM.

OCELOT
Of course. I'm always at the CIA's disposal...

Show player's results.

Radio Conversations

無線会話集

•Controls Explanations

Virtuous Mission Only

Capturing food

(1)

MAJOR TOM
Snake, in order to maintain your stamina, you'll have to feed yourself.

(2)

MAJOR TOM
The idea behind this mission is procure-on-site. This goes for food, as well.

SNAKE
Procure-on-site...

MAJOR TOM
That's right.

SNAKE
But don't you think I should've at least brought a few rations?

MAJOR TOM
Americans have a terrible habit of taking everything with them. Nowadays, nobody can get anything done without a lot of fancy equipment. It wasn't like that in SAS, I'll tell you that.

MAJOR TOM
And with FOX, we're running things my way.

SNAKE
a little discontented Roger that sir.

MAJOR TOM
You're not convinced, are you? Well think of it this way - the stuff you'll find out there tastes a lot better than army rations anyway.

SNAKE
Hope you're right.

(3)

MAJOR TOM
You'll be procuring food by capturing local plants and animals. Para-Medic has information on the flora and fauna available in the mission area.

MAJOR TOM
Ask her if you have any questions about the plants and animals you find.

Survival Viewer

MAJOR TOM
Snake, use the Survival Viewer to pick your camouflage, treat wounds, and eat food.

MAJOR TOM
Ask The Boss or Para-Medic about the details.

-->If player hasn't contacted them before

Go to: Para-Medic's frequency, The Boss' frequency

•Controls Explanations

CQC controls

(1)

ZERO
Snake, let's go over the controls for CQC one more time.

ZERO
Press the CQC Button once to throw a punch. Press it repeatedly to launch a combo attack.

ZERO
CQC doesn't really start to shine, however, until you grab an enemy.

ZERO
Press and hold the CQC Button to extend your right hand and grab the enemy.

ZERO
Move the left analog stick at the same time and you can knock the enemy to the ground.

ZERO
If you don't move the left analog stick, you can get behind the enemy and hold him prisoner.

(2)

ZERO

When you're holding an enemy from behind, he'll be almost completely helpless. From there, there are a number of things you can do.

ZERO

By pressing the CQC Button again firmly, you can slit his throat using your knife.

ZERO

By moving the left analog stick along with the CQC Button, you can knock him to the ground.

ZERO

You can also choke the enemy by tapping the CQC Button rapidly. You can either render him unconscious or kill him outright - it's up to you.

ZERO

If you keep the CQC Button pressed, you can use the left analog stick to move around with the enemy in your grip.

ZERO

You can also press the Weapon Button to use the weapon you have equipped.

ZERO

The enemy will be hesitant to attack as long as you're using one of their comrades as a human shield. Use that moment of hesitation to attack in First Person View.

ZERO

By pressing in and holding the left analog stick, you can interrogate the enemy. You might be surprised at the things you can learn.

ZERO

But stay alert. While the enemy is nearly helpless in your grasp, if you give him a chance, he'll turn the tables on you.

(3)

ZERO
You can only grab an enemy using CQC when you're using a weapon that will allow you to reach out with your right hand, such as the survival knife, a handgun, or your bare hands.

ZERO
You can't grab the enemy when using weapons that take both hands to use, such as assault rifles, or that prevent you from controlling the enemy with your right hand, like hand grenades.

ZERO
In short, you can't use CQC when equipped with assault rifles or hand grenades.

ZERO
You can tell whether a weapon is compatible with CQC or not by looking at its icon.

Standing, crouching, and crawling

MAJOR TOM
Snake, be careful. The way to change between standing, crouching, and crawling has changed slightly from the methods learned in training.

MAJOR TOM
When standing, press the Crawl Button briefly to crouch, and press and hold to take a crawling position.

MAJOR TOM
Since by crouching you take a lower position, it has a higher Camo Index than standing.

MAJOR TOM
And the added stability of crouching lessens the effect of gun recoil. If you try shooting while crouching, you'll notice your shots will bunch together more consistently than when standing.

MAJOR TOM
Press the Crawl Button while crouching to stand up, and move the left analog stick to crawl in a direction.

MAJOR TOM
When crawling, your Camo Index becomes extremely high, and your firing of guns becomes even more stable than while crouching.

MAJOR TOM
You can move the left analog stick while on your stomach to crawl in a particular direction.

MAJOR TOM
When you are crawling, use small movements of the left analog stick to crawl silently at the expense of speed.

MAJOR TOM
However, be warned that crawling consumes more stamina than simply walking.

MAJOR TOM
Press and hold the Crawl Button while in crawl position to stand up. Press the Crawl Button briefly to switch to crouch position.

MAJOR TOM
Don't forget - if you want to stand up quickly from a crawling position, press and hold the Crawl Button.

Walking

MAJOR TOM
Snake, I don't recommend running around wildly. You need to determine when it is best to run, and when it is best just to walk.

MAJOR TOM
Move the left analog stick slightly to walk.

MAJOR TOM
You won't move very fast, but it consumes little stamina, and enemies are less likely to detect you.

MAJOR TOM
When you are near enemies or when you need to conserve stamina, those are good times to walk.

Footprints

ZERO

Snake, if you step in any water or mud, your feet will get wet.

ZERO

If you walk like that, you'll leave footprints behind, and the enemy may follow them straight to you.

ZERO

Try to avoid walking through any water or mud as much as possible.

ZERO

However, if your feet do get wet, just crawl to avoid leaving any footprints behind. When you don't want anybody following your trail, make sure to crawl.

Camouflage lowers enemy accuracy

ZERO

Snake, making it harder for the enemy to spot you isn't the only advantage to maintaining a high Camo Index.

ZERO

The harder you are to distinguish from your surroundings, the harder you are to hit. In other words, the enemy's shots will miss more often.

ZERO

Do everything you can to keep your Camo Index high at all times.

Hide bodies

(1)

MAJOR TOM

Snake, I recommend against leaving the bodies of your victims lying around.

MAJOR TOM

If the enemy spots a fallen comrade, they will realize that they have been infiltrated, and strengthen their guard.

MAJOR TOM

When you kill an enemy, hide the body in the grass or at some other location where it won't be spotted.

(2)

MAJOR TOM
Stand near a fallen enemy and press the Weapon Button with no weapon equipped to grab the body.

MAJOR TOM
Hold the Weapon Button and move to drag the body. Release the Weapon Button to put the body down.

Vaulting

MAJOR TOM
You can climb up onto waist-high objects by pressing the Action Button.

MAJOR TOM
Climbing can get you to locations that can't be accessed by walking, and it may help you reach items that can't be found normally.

MAJOR TOM
Don't forget to try climbing things.

Knocking on walls

MAJOR TOM
Press the CQC Button when you are up against a wall to knock on the wall and make a sound.

MAJOR TOM
Creating sounds can attract the attention of enemies.

MAJOR TOM
There are many ways to use sound to your advantage. Use it to lure an enemy in the wrong direction, then use that opportunity to slip by. Or, lure an enemy near you, then ambush the enemy from behind.

MAJOR TOM
Use it to your utmost advantage.

Corner View

MAJOR TOM
Snake, when you stand up against a tree or put your back against the wall near a corner, the camera lowers and gives you a view of behind. This is the Corner View.

MAJOR TOM
This allows you to keep track of what's occurring behind you when hiding in protected areas.

MAJOR TOM
Also, there are a variety of actions possible while hiding, including using the Left and Right Step Buttons to peek, and the Weapon Button to take jumpout shots.

MAJOR TOM
Learning how to take advantage of the Corner View is the first step toward mission success. Use it to your utmost advantage.

Moving the camera with the right stick in Corner View

MAJOR TOM
Move the right analog stick with the Corner View on to shift the camera in that direction.

MAJOR TOM
This won't give you the same wide angle as peeking with the Left and Right Step Buttons, but it is safer since it will keep you from exposing your body too much.

MAJOR TOM
You'll do well to get accustomed to it.

Peeking

MAJOR TOM
In the Corner View, press the Left Step Button or the Right Step Button to stick yourself out from a protected area and look over your shoulder.

MAJOR TOM
We'll call this action peeking.

MAJOR TOM
Peeking is effective for observation, since it gives you a wider range of vision than the normal Corner View.

MAJOR TOM
However, since it involves revealing part of your body, you put yourself at risk of being spotted by the enemy.

Jump-out shots

MAJOR TOM

If you have a gun equipped during the Corner View, press the Weapon Button to jump out and take a jumpout shot.

MAJOR TOM

With the jumpout shot technique, you can stay protected from enemy fire behind an obstruction, and launch a burst attack when the time is right.

MAJOR TOM

This is a crucial technique for firefights. Use it well.

Lowering a handgun

MAJOR TOM

When you press the Weapon Button with the handgun, you aim, and when you release it, you fire.

MAJOR TOM

If, after aiming, you wish to withdraw your aim without firing, release the Weapon Button slowly.

MAJOR TOM

You'll just have to practice until you get the hang of it. I've heard a lot of cases where fresh recruits accidentally fired on enemies during a holdup.

MAJOR TOM

If you train yourself now, you won't be liable to misfire when the pressure's on. If you're unsure of yourself, you should practice.

Lowering a rifle

MAJOR TOM

The assault rifle works a little differently from the handgun. Press the Weapon Button lightly to aim, and press the Weapon Button fully to fire.

MAJOR TOM

If you want to lower the weapon without firing, such as during a holdup, just release the Weapon Button without fully pressing it.

MAJOR TOM

Be careful not to fire the weapon the moment you aim.

Headshots

MAJOR TOM
Snake, the damage that an enemy takes from your gun depends on where you hit him.

MAJOR TOM
If you hit an arm or leg, one shot won't be enough to finish him.

MAJOR TOM
If you want to take an enemy out in one shot, you have to use a First Person View attack and get a solid shot to the head.

Tranquilizer gun effects

MAJOR TOM
Snake, the Mk22 is a tranquilizer gun. Use it to put enemies to sleep without harming them.

MAJOR TOM
The speed with which the tranquilizer takes effect depends on the point of impact on the enemy.

MAJOR TOM
If a target is hit on the arm or leg, the tranquilizer won't take effect immediately. But a target hit on the head will drop like a fly.

MAJOR TOM
If you want to take an enemy out in a flash, aim for the head.

Item boxes

MAJOR TOM
Snake, if you find an item box, use First Person View to take a good look and find out what's inside.

MAJOR TOM
Sometimes it's dangerous to blindly go after an item.

MAJOR TOM
That's why you should check first to make sure the item in the item box is worth the trouble. If you can't get a good look, you can use your binoculars.

Throwing distance

MAJOR TOM
The distance that you throw grenades and other throwable weapons is determined by how hard you press the Weapon Button.

MAJOR TOM
A light press of the Weapon Button will toss the weapon nearby, while a hard press of the button will hurl it farther. Adjust the strength of the button press as appropriate.

MAJOR TOM
You can also throw in First Person View. With this view, you can throw more accurately at specific targets. Use it as necessary.

Throwing food

MAJOR TOM
Equip food as a weapon and press the Weapon Button to throw the food.

MAJOR TOM
If you throw a live animal near an enemy, you may be able to distract him.

MAJOR TOM
If an enemy is really hungry, he may pounce at the prospect of food.

MAJOR TOM
You have minimal gear on this mission and have to make the most use out of anything you can procure on the ground.

The right stick camera

MAJOR TOM
Move the right analog stick in a direction during Overhead View to look in that direction.

MAJOR TOM
Move the right analog stick left to see what's nearby on screen left, move right for screen right, up to see what's further ahead, and down to see what's nearby.

MAJOR TOM
If you press the right analog stick while the right analog stick is pointed in a direction, you can lock the camera on that position.

MAJOR TOM
For example, if you're heading north, move the right analog stick up and press the right analog stick to lock the camera, allowing you to observe things in the direction of movement.

MAJOR TOM
Then, if you later spot an enemy patrol to the east, lock the camera to the right so you can hide while observing the threat.

MAJOR TOM
Use of this technique can be greatly advantageous to your mission. Make sure to get the most out of it.

Hanging

MAJOR TOM
Press the Action Button when you are on top of a branch or in front of a railing to hang down from that spot.

MAJOR TOM
This action is called hanging.

MAJOR TOM
Sometimes it is advantageous to move while hanging rather than walking on the surface.

MAJOR TOM
Also, by hanging, you can hide by staying out of the sight of your enemies.

Hanging (2)

MAJOR TOM
While hanging, use the left analog stick, Left Step Button, and Right Step Button to move left and right.

MAJOR TOM
When you want to climb back up from your hanging position, press the Action Button once more. If you want to drop down, press the Crawl Button.

Hanging (3)

MAJOR TOM
You can't keep hanging forever. Once you run out of grip strength, you'll fall.

MAJOR TOM
Check your grip strength with the Grip Gauge. When you hang, a blue gauge appears above the Stamina Gauge. This is the Grip Gauge.

MAJOR TOM
It indicates the status of your grip. When hanging, the Grip Gauge drops.

MAJOR TOM
When the Grip Gauge expires, you will fall. So you must climb back up before that happens.

MAJOR TOM
The length of the Grip Gauge depends upon your stamina. If you need to hang for a long period, you'll have to revive your stamina first.

Hanging (4)

MAJOR TOM
If there's something to grab onto during a fall, press the Action Button when you pass in front of it.

MAJOR TOM
If you get the timing right, you'll be able to grab and hang onto that area.

MAJOR TOM
With this technique, you can reach locations that are inaccessible by other means.

MAJOR TOM
You may even find some rare items this way. Observe your geographic surroundings, and try to find spots that you could grab during a fall.

Hanging (5)

MAJOR TOM
Press the Crawl Button while hanging to drop straight down.

MAJOR TOM
You can knock an enemy instantly unconscious with this technique if you land on top of him.

MAJOR TOM
When you're in a tree, try aiming for an enemy passing beneath.

Holdups

(1)

MAJOR TOM

If you approach an enemy undetected, you can render him defenseless by jutting a gun into his body from behind.

MAJOR TOM

This is called a holdup.

MAJOR TOM

However, even after rendering an enemy defenseless, if he notices you put your weapon away or start to walk away, he will attack. So, be careful.

(2)

MAJOR TOM

When you hold an enemy up, sometimes he will give you an item.

MAJOR TOM

Conducting a holdup presents risks, but it is a useful technique when you are running low on ammunition or medical items.

MAJOR TOM

After you have received an item from a hold up, you might try holding the enemy up again. He might give up a more precious, hidden item.

Fixed direction movement

MAJOR TOM

With an equipped weapon in Overhead View, press and hold the Aim Button to lock your line of fire while moving in any given direction.

MAJOR TOM

Use this for charges or retreats, or any other time that you want to concentrate fire in one direction while moving.

Stepping left and right in First Person View

(1)

MAJOR TOM

In First Person View, use the Right Step Button to take one step right, and the Left Step Button to take a step left.

MAJOR TOM

Use it to attack while hiding behind barriers and to step out of hidden spots to scout.

(2)

MAJOR TOM

During First Person View, press the Left and Right Step Buttons at the same time to stretch up slightly from that position.

MAJOR TOM

It's useful when you are hiding behind barriers and scouting or in a shoot-out.

Intrusion

MAJOR TOM

When you creep inside of a small space, the Overhead View switches to the Intrusion View.

MAJOR TOM

Movement during the Intrusion View is a bit different from movement during the Overhead View.

MAJOR TOM

Use up on the left analog stick to advance, down to go backwards, and left and right to rotate. Use directional button left and right to shift left and right.

MAJOR TOM

With large movements of the left analog stick, you move faster, but create sound. Nearby enemies might notice you.

MAJOR TOM

With slight movements of the left analog stick, you can move without making a sound, but at the expense of speed.

MAJOR TOM

Use both types of movement in appropriate situations.

Fast and slow crawling

MAJOR TOM

The degree to which you move the left analog stick not only changes your walking speed, but changes your speed when crawling and for instrusion movement.

MAJOR TOM

With large movements of the left analog stick, you can move faster, but you'll make noise and give yourself away to nearby enemies.

MAJOR TOM
With slight movements of the left analog stick, you can move in silence.

MAJOR TOM
It sacrifices speed, but it's the best choice for the times when creating noise presents significant risk.

Doors

(1)

MAJOR TOM
Snake, do you see the door there?

SNAKE
Yeah. It's a swinging door.

MAJOR TOM
Opening a swinging door is a bit different from opening the doors that you got used to during training.

(2)

MAJOR TOM
To open doors, generally you can just move the left analog stick and move towards the door. This way you use your body to push the door open.

MAJOR TOM
To open a door without creating any noise, move the left analog stick slightly.

MAJOR TOM
So, when you're concerned about alerting enemies on the inside of a room of your presence, open the door slowly and slip right in.

(3)

MAJOR TOM
If you use large motions of the left analog stick and run towards a door, you will burst through it.

MAJOR TOM
The sound of the door opening will surely be heard by your enemies, but it allows for a fast entrance.

MAJOR TOM
When you want to jump right in and take care of business, running is the way to do it.

(4)

MAJOR TOM
Stand in front of a door in First Person View and use the Left and Right Step Buttons against the door. This will gradually open the door and allow you to glimpse inside.

MAJOR TOM
Use this technique when you want to check what's happening on the other side.

Knife interrogations

MAJOR TOM
After you have grabbed an enemy from behind with CQC, you can interrogate him by pressing the left analog stick. This is an opportunity to gain intelligence.

MAJOR TOM
Some of your enemies have valuable information, so give the technique a try, and see what you can learn.

Rolling

MAJOR TOM
Press the Crawl Button during a run to commence a roll.

MAJOR TOM
For a brief interval you will perform a jump which can be used to knock down enemies.

MAJOR TOM
In contrast to the training you've done so far, you can use rolling to jump waist-high objects.

MAJOR TOM
However, remember that rolling consumes more stamina than standard running.

Throw from cover

ZERO
By equipping grenades and pressing the Weapon Button in corner view mode, you can throw a grenade while hiding behind a barrier.

ZERO
This technique should come in handy during a firefight. Use it well.

Swimming explanation

(1)

ZERO

Snake, I see you're in the water.

(2)

ZERO

Press the Crawl Button when you're swimming on the surface to dive underwater.

(3)

ZERO

The controls when you're underwater are quite different from when you're on land.

ZERO

The left analog stick controls the direction you're facing. Press up, down, left, or right to turn in that direction.

ZERO

Press the CQC Button or the Crawl Button to move forward. Each button press will move you one stroke forward. Press the button repeatedly to swim faster. You can also press the Action Button to surface in an emergency.

(4)

ZERO

While you're swimming, you can use the right analog stick to look in a different direction without changing the direction you're going.

(5)

ZERO

Unlike what you've experienced in training, you will be able to fire handguns and assault rifles underwater. Keep that in mind.

O2 gauge

(1)

ZERO

While underwater, pay attention to your O2 Gauge.

(2)

ZERO
The O2 Gauge is displayed whenever you hold your breath. It indicates how long you can continue to hold your breath.

ZERO
The O2 Gauge will decrease over time while you're holding your breath.

ZERO
When the O2 Gauge is depleted, your LIFE will begin to decrease.

ZERO
To replenish your O2 Gauge, you need fresh air. Make sure to take a breath before you asphyxiate.

(3)

ZERO
The length of your O2 Gauge is affected by how much stamina you have at the time.

ZERO
If you anticipate operating for a long time underwater, you'll have to eat something beforehand to replenish your stamina.

Other radio features

(1)

MAJOR TOM
Snake, press the left analog stick down on the Radio Screen to open the Memory Window.

MAJOR TOM
In the Memory Window, select a person to contact and press the Enter Button. This saves you the time of adjusting the frequency.

(2)

MAJOR TOM
The battlefield airwaves are littered with various transmissions. You can find a real catch if you fiddle around enough. (These are hidden frequencies to help the player regain stamina or listen to special music.)

•Calls Involving The Boss

*The Boss' lines will play (without any prior dialogue from Major Zero) if the player calls her. If the player has heard dialogue once by calling either party, this will count for the other party, and the conversation will drop down the lists of playback priority and probability. After the Virtuous Mission, the conversations will no longer have any dialogue from The Boss, but apart from a few, the Major Zero Conversations will still occur

Head north without getting spotted

*After entering an area with enemy soldiers

(1)

MAJOR TOM
Snake, that region is inside the enemy's area of control.

SNAKE
I know. Time for the real deal.

(2)

MAJOR TOM
The enemy is running regular patrols. You don't know when or where you might run into them.

MAJOR TOM
Use camouflage prudently, and proceed with caution.

-->The Boss Radio Conversation: Camouflage yourself (2)

Face paint

MAJOR TOM
Snake, camouflage uniforms alone are not enough. You'll need to put on face paint as well.

-->The Boss Radio Conversation: If player isn't using face paint (2)

Camouflage and stances

MAJOR TOM
Snake, camouflage and face paint alone won't make you blend in completely.

MAJOR TOM
In addition to the camouflage itself, your physical position is a crucial dynamic you should keep in mind.

-->The Boss Radio Conversation: Camouflage and stances

First Person View

MAJOR TOM
Snake, in order to carry out the mission without being spotted, you must learn to detect an approaching enemy well ahead of time.

MAJOR TOM
Press the First Person View Button and use the First Person View to constantly check your surroundings as you proceed.

-->The Boss Radio Conversation: First Person View

First person attacks

MAJOR TOM
You can use an equipped weapon during First Person View. This is called a First Person View attack.

MAJOR TOM
When using First Person View attack, you can direct your line of fire up, down, left or right.

-->The Boss Radio Conversation: First person attacks

Aiming a gun

MAJOR TOM
Snake, aiming your gun during First Person View is a bit different from what you're used to in training.

-->The Boss Radio Conversation: Aiming a gun (1)

Reloading

MAJOR TOM
Each time you use up the ammunition in a magazine, you'll need to load the next one.

MAJOR TOM
You'll be vulnerable while changing magazines, so always be aware of your remaining bullets. Remaining bullets are displayed in an icon.

MAJOR TOM
You may want to carry out a tactical reload before the magazine is fully used.

-->The Boss Radio Conversation: Tactical reloads

Backpack

MAJOR TOM
Snake, what do you do when you get a new weapon or item?

SNAKE
I put it in my backpack first.

MAJOR TOM
But you know that you can't equip items that are still in your backpack, right?

SNAKE
Yeah. The only things that can be equipped with the Weapon and Item Window Buttons are items on my person.

MAJOR TOM
Correct. If you want to equip an item, first you have to remove it from your backpack.

-->The Boss Radio Conversation: Backpack (1)

Natural enemies

MAJOR TOM
Snake, the Soviet troops are not your only enemies.

SNAKE
How do you mean?

THE BOSS
Nature...

SNAKE
Boss...

THE BOSS
Poisonous snakes, scorpions, crocodiles, hornets - there are dozens of dangerous life forms living in Tselinoyarsk.

THE BOSS
There are even poisonous mushrooms and frogs, and other plants and animals that you must not eat.

THE BOSS
In order to survive in nature, you have to know nature.

MAJOR TOM
Para-Medic has information on the flora and fauna in each area. Ask her for the details.

-->If player hasn't called her yet, go to Para-Medic's frequency

Hanging from branches

(1)

MAJOR TOM

Press the Action Button from on top a branch to hang down from the tree.

MAJOR TOM

But you can only remain hanging as long as your grip strength lasts. Keep an eye on your Grip Gauge when dangling from a tree.

(2)

MAJOR TOM

Be careful -- with low stamina, your grip won't last long.

-->The Boss Radio Conversation: Hanging from branches

Stalking

MAJOR TOM

In most areas outdoors, your footsteps will create some noise even if you walk slowly by using small movements of the left analog stick.

MAJOR TOM

This could alert nearby enemies to your presence.

MAJOR TOM

If you need to sneak up behind an enemy, use a directional button to utilize stalking.

-->The Boss Radio Conversation: Stalking

•Calls Involving Para-Medic

Stamina gauge

MAJOR TOM
Snake, when your stamina gets low, it negatively affects your physical abilities.

MAJOR TOM
You've got to replenish your stamina before it runs out.

-->Para-Medic Radio Conversation: Stamina

Stamina-reducing actions

MAJOR TOM
Your actions can lower your stamina. The more demanding the activity, the more stamina consumed.

PARA-MEDIC
Exactly.

PARA-MEDIC
Walking slowly will conserve stamina, while actions like rolling, crawling, and stalking consume large amounts of it.

PARA-MEDIC
Try your best to avoid unnecessary actions in order to conserve stamina.

Cure

(1)

ZERO
Snake, this is a solo sneaking operation. There are no medics there to assist you. You'll have to treat your own injuries. Are we clear?

SNAKE
I had a little bit of training, but I'm no doctor...

PARA-MEDIC
That's where I come in.

(2)

PARA-MEDIC

To treat an injury, first press the Menu Button to open the Survival Viewer. Then select "CURE" to start the treatment.

PARA-MEDIC

Healing is divided into treatment using medicine with the Item Window Button, and surgical treatment using the Weapon Window Button.

PARA-MEDIC

Treatment with medicine involves administering oral remedies and serum injections. You'll use this treatment method when you have food poisoning or when you've been bitten by a venomous animal.

PARA-MEDIC

Surgical treatment involves applying surgical techniques to injured areas. You'll use this method to take care of burns and gunshot wounds.

PARA-MEDIC

As long as you do everything you're supposed to, your injuries should heal completely. Be sure to follow the proper procedures.

If player has acquired food but hasn't eaten it yet

(1)

MAJOR TOM

Snake, did you find food?

SNAKE

happily Yeah!

PARA-MEDIC

You sound happy.

SNAKE

I am!

PARA-MEDIC

Do you know how to eat it?

SNAKE

... (He doesn't know.)

PARA-MEDIC

Then let me explain.

-->Para-Medic Radio Conversation: How to eat food

(2)

MAJOR TOM

Besides eating food, you can throw it at enemies to confuse them.

MAJOR TOM

So remember, food is not just for eating. Be creative.

How food goes bad

ZERO

Snake, the food you catch will gradually spoil over time.

-->Para-Medic Radio Conversation: How food goes bad (2)

Save breaks

ZERO

Snake, there are other ways to recover your stamina besides eating.

SNAKE

Such as?

PARA-MEDIC

Such as taking a rest.

SNAKE

A rest?

-->Para-Medic Radio Conversation: Save breaks

Stamina getting worse and worse

(1)

ZERO

Snake, are you all right? You seem awfully tired.

SNAKE

No, not at all.

PARA-MEDIC

You don't have to act tough.

SNAKE

I'm not acting.

PARA-MEDIC

Really? You lose your grip strength after only a few seconds when hanging. I'll bet you can't even hold your gun straight.

SNAKE
... (She hit the nail on the head.)

PARA-MEDIC
Your body is exhausted. Look at your Stamina Gauge. It's almost empty, isn't it?

PARA-MEDIC
You can't continue your mission in this state. You need to eat something and recover your stamina.

(2)
*If player has food

PARA-MEDIC
You've got some food, don't you?

SNAKE
Yeah.

(3)
*If player doesn't have food

PARA-MEDIC
You'll have to put the mission on hold for a little while. First, you've got to capture some food.

SNAKE
But...

PARA-MEDIC
Did you hear me? Go hunting!

SNAKE
...

(4)

ZERO
Eating is a necessary part of your mission. When your stamina gets low, make sure you eat something. Got it?

Player is about to die

*Incoming call if player's LIFE is extremely low

MAJOR TOM
Snake, do you read!? Snake!!

SNAKE
in pain ... Major...

MAJOR TOM
Snake, are you all right!?

SNAKE
Yeah... I'm okay...

PARA-MEDIC
You're far from okay!! Look at your Life Gauge! You're on your last leg!

SNAKE
groans in pain as he tries to say he can go on No. I can still...

PARA-MEDIC
See!?

MAJOR TOM
Snake, this is a solo sneaking mission. Do you know what that means?

SNAKE
Yeah.

MAJOR TOM
No, you don't.

SNAKE
?

MAJOR TOM
It means there's no backup. No cavalry. If you're taken out, nobody is there to take your place.

SNAKE
...

MAJOR TOM
Pull out for now, and recuperate.

PARA-MEDIC
Find a hiding place and get some rest. Your Life Gauge will gradually recover with time.

PARA-MEDIC
But the speed of your Life Gauge recovery depends on the level of your Stamina Gauge, so get plenty to eat, then get some rest! You hear me?

SNAKE
...

PARA-MEDIC
Do you hear me?

SNAKE
I hear you...

•Field Explanations

Watch out for crocs (1)

MAJOR TOM
Snake, crocodiles inhabit that area. One bite could take you right out of action. Avoid approaching them head-on.

Hollow trees, and fallen trees that can be crawled under

*When near a hollow tree (one you can crawl through) or a fallen tree (one you can crawl under)

(1)

MAJOR TOM
Snake, see that fallen tree?

SNAKE
Yeah.

MAJOR TOM
Check it out.

SNAKE
Why?

MAJOR TOM
Just do it.

(2)
*If player calls when near a hollow tree

SNAKE
It's empty.

MAJOR TOM
You can hide by lying down and crawling inside of hollow fallen trees.

MAJOR TOM
If you want to leave, just crawl out.

(3)
*If player calls when near a fallen tree

SNAKE
There's a crevice under this fallen tree...

MAJOR TOM
If you lie down and crawl, you can wedge yourself into the crevice.

MAJOR TOM
To lie down and crawl from a standing position, press and hold the Crawl Button.

MAJOR TOM
When you want to stand back up, press and hold the Crawl Button again.

-->If player hasn't heard it yet, go to Major Zero Radio Conversation: The Major likes explaining things

Fallen trees (2)

MAJOR TOM
When you're out in nature, you'll find lots of places that you can crawl inside. You can use those places to hide from enemies.

MAJOR TOM
You'd be a fool not to take advantage of those hiding places. So always look around with First Person View, and survey your surroundings.

Fallen trees (3)

MAJOR TOM
When you're inside a fallen tree, the view automatically switches to the Intrusion View. Control is the same as normal intrusion.

MAJOR TOM
It's perfect for hiding from enemies. But if your enemies notice you going inside, you'll become target practice. So, be careful.

Tree cavities

MAJOR TOM
You can get inside trees that are hollowed out from decay.

MAJOR TOM
Entering a hollow is an effective method for gaining temporary cover from enemies.

MAJOR TOM
However, if you're caught entering the tree, you'll take concentrated fire. If they throw a grenade in on you, you'll be torn to shreds. Be careful.

Grass

(1)

MAJOR TOM
Snake, do you see any tufts of grass?

SNAKE
Yeah.

MAJOR TOM
What kind of grass?

SNAKE
Just ordinary grass. Nothing special...

MAJOR TOM
You should check it anyhow.

SNAKE
... It's pretty thick grass. About waist-high.

(2)

MAJOR TOM
If you crawl into the grass, you can advance undercover.

MAJOR TOM
When you do, the camera automatically switches to Intrusion View. If you want to stand up again, press and hold the Crawl Button once more.

MAJOR TOM
If you press the Crawl Button briefly, you'll crouch in that spot. This allows you to observe things without blowing your cover.

-->If player hasn't heard it yet, go to Major Zero Radio Conversation: The Major likes explaining things

(3)

MAJOR TOM
Also, when you're hidden in grass, your camouflage effect goes up. As long as you stay in the grass, you'll remain hidden even from nearby enemies.

(4)

MAJOR TOM
Even when hidden in grass, if you make a noise, your enemies will locate you.

MAJOR TOM
When enemies are nearby, move with slight movements of the left analog stick. That way you can proceed with minimal disturbance.

The Major likes explaining things

MAJOR TOM
Got it?

SNAKE
Yeah, but...

MAJOR TOM
But what?

SNAKE
Was that the only reason?

MAJOR TOM
What do you mean?

SNAKE
You had me check it just so you could tell me that?

MAJOR TOM
That's right.

SNAKE
...

MAJOR TOM
Pretty useful huh?

SNAKE
... Right.

MAJOR TOM
Shall we carry on?

SNAKE
By all means.

Hornets' nests

(1)

ZERO
Snake, when you knock down a hornets' nest, a large swarm of hornets will come flying out.

ZERO
If used wisely, this can sow panic among the enemy, but if you're not careful, the hornets may end up attacking you.

(2)

PARA-MEDIC
If you're attacked by hornets, wiggle the left analog stick around or wave your survival knife to shoo them away.

(3)
*If player has the Torch

PARA-MEDIC
Waving a torch around with the CQC Button should do the trick, too.

(4)

PARA-MEDIC
Smoke is another useful tool in keeping hornets away. If you're attacked by hornets, I'd advise you to try using a smoke grenade.

(5)

PARA-MEDIC
And if you use the insecticidal bug juice, the hornets should stay away as long as the effect lasts.

(6)

PARA-MEDIC
Hornets are prone to becoming agitated and aggressive when they see the color black. Their attacks will be more vicious if you're wearing black clothes.

PARA-MEDIC
If you're attacked by hornets, you should change into white clothes.

Lockers

(1)

ZERO
Ah, you've found some lockers.

(2)

ZERO
Lockers are a highly prized commodity among intelligence agents. Spies throughout the ages have used lockers to help them accomplish their missions.

SNAKE
Are you sure about that?

ZERO
Of course I am.

(3)

ZERO
You can use lockers for any number of purposes - hiding yourself, hiding the bodies of enemy soldiers, using the door as a shield.

(4)

ZERO
Use them wisely and they'll prove valuable during the mission.

(5)

ZERO
To hide inside a locker, first open the locker by standing in front of it and pressing the Action Button.

ZERO
Once the door is open, you can enter the locker to hide inside it.

ZERO
To come out of the locker, just press the Action Button again.

(6)

ZERO
To hide an enemy's body in a locker, simply drag the body in front of an open locker.

(7)

ZERO
You can also break the doors of lockers. If the door of a locker won't open and you're determined to get inside, try breaking into it.

Locker - won't open

ZERO
Snake, it looks like the door of that locker won't open. Maybe it's locked.

ZERO
You can't use that locker. If you need to use a locker, look for another one.

Locker - after it's been destroyed

ZERO
Looks like that locker is missing its door. You won't be able to hide inside or use it to hide enemy bodies.

ZERO
You can't use that locker. If you need to use a locker, look for another one.

Drum explosions

(1)

ZERO
Snake, those drums are filled with fuel. That'll prove to be useful.

SNAKE
What do you mean?

ZERO
Think about it. Shoot a bullet at a drum full of flammable fuel and...

SNAKE
Gotcha.

(2)

ZERO
If you blow up those drums full of fuel, the explosion should take care of any enemies in a fairly wide radius.

ZERO
Just make sure you don't get caught up in the blast yourself.

(3)

ZERO
Those drums could explode due to enemy fire. Watch out for unexpected explosions.

ZERO
Don't assume you can use those drums to hide in during a battle.

Drums you can roll

ZERO
Drums lying on their side can be sent rolling. Time it right and you might be able to use it to bowl over multiple enemies at once.

ZERO
Give it a try. Stand near a drum and press the Action Button.

Wires

ZERO

It looks like there's a wire strung across those trees. I suspect it means that there's some kind of trap nearby.

ZERO

You can also grab onto the wire by hanging. Try climbing the tree and use hanging to cross the wire.

Attack dogs

(1)

ZERO

Snake, it looks like they've got attack dogs in that area.

(2)

ZERO

Attack dogs generally receive extensive military training in tracking and combat techniques. They're formidable close-range fighters, and difficult to elude.

ZERO

Their barking can alert enemy patrols to your presence as well.

ZERO

Take care not to let attack dogs catch sight of you.

(3)

ZERO

Attack dogs may be dangerous, but they can't climb trees. If you've been cornered by attack dogs, try climbing a tree.

(4)

ZERO

Smoke grenades should prove useful as well.

Armory - general-purpose

(1)
*When near an armory

ZERO

Snake, that building next to you is an enemy armory.

(2)
*Far from an armory, but EVA has told the player about them

ZERO

EVA mentioned there was an armory in that area, didn't she?

-->Sigint Radio Conversation: Armory - general-purpose

(3)

ZERO

By destroying an armory, you can cut off the enemy's supply of ammunition. That should make your job a lot easier.

Provisions storehouse - general-purpose

(1)
*When near a provisions storehouse

ZERO

Snake, that building next to you is a provisions storehouse.

(2)
*Far from a provisions storehouse, but EVA has told the player about them

ZERO

Snake, according to EVA, there should be a provisions storehouse in that area.

-->Sigint Radio Conversation: Provisions storehouse - general-purpose

(3)

ZERO

By destroying a provisions warehouse, you can cut off the food supply to enemies in the surrounding area. It may be worthwhile if you have time and materials to spare.

•Equipment Explanations

Suppressors

(1)

MAJOR TOM
Snake, remember that the suppressor is a limited commodity.

(2)

SNAKE
I know. No suppressor lasts forever.

MAJOR TOM
Exactly.

(3)

MAJOR TOM
When the suppressor's durability wears away, it breaks beyond repair.

MAJOR TOM
See the weapon icon to check the suppressor's present level of durability.

MAJOR TOM
Remove the suppressor from your gun if you want to make it last.

MAJOR TOM
Select the weapon that the suppressor is on with the Weapon Window Button, and press the Enter Button to attach or detach the suppressor.

MAJOR TOM
Regulate usage of the suppressor based on the situation.

Sensor explanations

(1)

MAJOR TOM
When you're in the jungle, determining the position of your enemies is important.

MAJOR TOM
That's why you've been supplied with sensors. Use them well.

(2)

MAJOR TOM
The Motion Detector senses activity in your immediate vicinity.

MAJOR TOM
However, in the jungle, a lot of things other than your enemies are moving. Animals moving around will show up on the sensor just like anything else.

MAJOR TOM
Also, the Motion Detector is only so sensitive. Don't forget that certain enemies, and animals, that make only slight movements will not be detected.

(3)

MAJOR TOM
Press the left analog stick to initiate the active sonar and emit a special sonic wave. The reflected sound from the sonic wave reveals the positions of targeted objects.

MAJOR TOM
In contrast to the Motion Detector, the active sonar reveals still objects as well.

MAJOR TOM
However, there is a risk that the sound of the sonic wave will reveal your position to enemies and animals, so be careful when using the active sonar.

(4)

MAJOR TOM
The Anti-Personnel Sensor vibrates when it detects human life forms.

MAJOR TOM
Unlike other sensors, the Anti-Personnel Sensor has been adjusted to react to humans only, eliminating noise from animal detection.

MAJOR TOM
It can detect hidden, unmoving enemies, and the use of it doesn't betray your own position.

MAJOR TOM
But on the other hand, its accuracy lacks a bit as it has trouble revealing the exact position of detected bodies. Keep that in mind.

MAJOR TOM
When you use it during First Person View, it will work only in the direction you are facing.

How to use thermal goggles

MAJOR TOM
Thermal goggles create a thermal image based on the heat emitted by objects in view.

MAJOR TOM
With the thermal goggles equipped, you will be able to quickly spot enemies hidden deep within the jungle.

MAJOR TOM
Also, you can locate plants, animals, and traps. Use it to your advantage.

MAJOR TOM
However, once you activate the thermal goggles, you begin draining battery energy.

MAJOR TOM
And remember - once you're out of battery juice, you won't be able to use your other electronic devices.

Batteries

(1)

MAJOR TOM
Your sensors and other electronic devices cannot be used indefinitely. Once they are activated, they consume battery power.

MAJOR TOM
Remember, all items draw power from a single battery. Once your battery runs out, all electronic gear becomes inoperable.

MAJOR TOM
You can check your remaining battery power with the icon of any item that uses electricity. Take care not to waste power.

(2)

MAJOR TOM

The battery recharges automatically when not in use. When you want to recharge the battery, unequip all electronic devices and give it some time.

MAJOR TOM

The higher your Stamina Gauge, the faster your battery recharges. If you want it to recharge faster, eat food and recover your stamina.

(3)

MAJOR TOM

Also, if you run, roll, or do other dramatic actions, the battery will recharge faster.

(4)

*Only during Virtuous Mission

SNAKE

Wait a second.

MAJOR TOM

What is it?

SNAKE

The higher my stamina, the faster my battery recharges?

MAJOR TOM

That's what I said.

SNAKE

But what does my stamina have to do with the battery?

MAJOR TOM

Oh, I see what you're getting at. Let's have Para-Medic explain that. Para-Medic?

PARA-MEDIC

Yes, sir. It's because Snake's battery uses bioelectricity.

SNAKE

Bioelectricity?

PARA-MEDIC

Bioelectricity is electricity emitted from cells.

PARA-MEDIC
When the cells of living things are stimulated, sodium and potassium ions move rapidly through the cell membrane's ion channel, creating a difference in electric potential.

PARA-MEDIC
The battery uses that energy to recharge.

PARA-MEDIC
So, unless your cells have plenty of nutrients, the recharge won't work well.

SNAKE
Amazing the kind of machines that are available now...

PARA-MEDIC
But this machine has not been made public. It was designed by a scientist at the CIA's Directorate of Science and Technology.

SNAKE
What kind of person was he?

PARA-MEDIC
The person who designed it?

SNAKE
Yeah.

PARA-MEDIC
I heard he was pretty strange. (Referring to Sigint)

SNAKE
Stranger than the Major?

PARA-MEDIC
There's nothing strange about the Major.

MAJOR TOM
<away from radio, talking to gunship crew> My tea is gone! Who drank it!? How am I supposed to have teatime without tea!?

PARA-MEDIC
confirming Snake's view Well, not too strange, at least.

SNAKE
...

MAJOR TOM
<away from radio> Hey, my scone's gone, too!!

•Enemy Soldiers

Mode explanations

ZERO
Snake, let me explain the enemy's various states of alert.

ZERO
First of all, there's the state in which the enemy in that area doesn't know that you're there. This is called Normal Phase.

ZERO
In Normal Phase, the enemy will follow normal procedures for patrols and other activities. They won't present much of a danger to you.

ZERO
But if they spot an intruder - that means you - they'll attack in an attempt to neutralize you. This is called Alert Phase.

ZERO
Alert Phase will last until the enemy loses sight of you.

ZERO
Even after they lose sight of you, the enemy will continue to search the area for a while. This is called Evasion Phase.

ZERO
Evasion Phase will last until the enemy exhausts their search effort. Once Evasion Phase is over, the enemy should return to base.

ZERO
After the search is aborted, the enemy will enter Caution Phase.

ZERO
In Caution Phase, enemy soldiers will be more cautious in their patrols, and they'll likely be more difficult to detect.

ZERO
In addition to the regular patrols, there's also a chance that they'll send out additional search units. Keep on your toes.

Take out an enemy before they can alert others

MAJOR TOM
Snake, this operation is a sneaking mission. You'll be doing your job right under the enemy's nose.

MAJOR TOM
In the event that you are spotted by an enemy, disable him before he can alert nearby soldiers.

MAJOR TOM
If you can take him out before he alerts other enemies of your presence, then the Alert Phase will quickly be restored to Normal Phase.

MAJOR TOM
But don't forget - even this should only happen in emergencies. Your top priority is to avoid being spotted by the enemy in the first place. Be effective.

Stars above an enemy's head

MAJOR TOM
Snake, did you notice that when you knock an enemy unconscious, stars appear over his head?

MAJOR TOM
If you take a close look at the stars above the enemy's head, you'll notice that they gradually disappear, one at a time.

MAJOR TOM
Once the stars are all gone, the enemy becomes conscious again, and returns to battle. So, when you knock out an enemy, be sure to plan for his recovery.

Radio men

MAJOR TOM
Snake, certain enemy soldiers are equipped with radios.

MAJOR TOM
These signalers can use their radios to transmit information to and from the command headquarters. If a signaler realizes your presence, you can bet he'll be on the horn calling backup from headquarters.

MAJOR TOM
After headquarters receives the call for backup, they contact a nearby unit and order them to head over to give support.

MAJOR TOM
Once backup arrives, your enemies will outnumber you beyond hope for victory. It'll be too much for even you to handle.

MAJOR TOM
If you notice a signaler making a call for backup with his radio, take him out before he has the chance.

MAJOR TOM
If the call gets through, retreat before the backup unit arrives. If you hang around too long, you'll find yourself immensely outmatched. Got it?

Take out radios

MAJOR TOM
It's possible to destroy the radio that enemy correspondents use.

MAJOR TOM
If you must get involved in a fight, destroying the radio first will allow you to concentrate on the battle without worrying about reinforcements.

Soldiers carrying shields

(1)

ZERO
Be careful of enemy soldiers carrying shields. It'll be difficult to destroy those shields with just a handgun or an assault rifle. Either aim for their feet, or use a grenade.

(2)

ZERO
Taking control of a gun emplacement might be a good idea too.

Soldiers carrying RPGs

ZERO
Snake, watch out for enemy soldiers carrying RPG-7s. A full-on rocket blast is not something you can just walk away from.

ZERO
However, it takes some time to reload a rocket launcher. Use that opening to your advantage.

How it works with soldiers posted indoors

ZERO
Snake, enemy soldiers who operate indoors aren't equipped with radios.

ZERO
To communicate with command, they'll have to use the radio-equipped alarm systems located on the walls.

ZERO
If you're spotted by an enemy, you can avoid going into Alert Phase by taking him out before he can use the alarm system.

•Miscellaneous

Virtuous Mission Only

Origin of Major "Tom"

SNAKE
Major.

MAJOR TOM
What is it?

SNAKE
It's about your code name...

MAJOR TOM
Major Tom?

SNAKE
Yeah. Where did you get that name?

MAJOR TOM
From a tunnel.

SNAKE
A tunnel?

MAJOR TOM
That's right. Snake, have you seen the movie "The Great Escape"?

SNAKE
No.

MAJOR TOM
It's a movie about a determined group of allied POWs trapped in a German POW camp who plan an escape.

MAJOR TOM
The POWs dig three tunnels for their escape. They named them Dick, Harry, and Tom.

SNAKE
I see. So Tom was an escape tunnel. Did they make it?

MAJOR TOM
Out of the camp? Of course. One of the tunnels was even discovered before it was finished, but eventually, they do make it out.

SNAKE
I get it now. So Tom was the tunnel they used to escape.

MAJOR TOM
sounding unsure ... Uh, yes, that's right.

SNAKE
What is it?

MAJOR TOM
Mmm, actually, I'm not sure if I remember correctly...

SNAKE
Major...

MAJOR TOM
It's all right. It's Tom, Snake, Tom is the escape tunnel. Yes, no question about it.

SNAKE
...

Origin of "Naked Snake"

SNAKE
Major, what about my code name?

MAJOR TOM
You mean, Naked Snake?

SNAKE
Yeah. What does it mean?

MAJOR TOM
It's because snakes slither through the grass, unnoticed to those around them…

SNAKE
No, I mean the "naked" part.

MAJOR TOM
It means without embellishment, devoid of a specified quality - in other words, basic.

SNAKE
Why's that my code name?

MAJOR TOM
I explained that the Virtuous Mission is designed to test the effectiveness of FOX, right?

SNAKE
Right.

MAJOR TOM
And the procedure used for this mission will represent the modus operandi of FOX for future missions. In other words...

SNAKE
The essence of FOX, naked and pure?

MAJOR TOM
Exactly. And there's the fact that you went in practically naked - no weapons, no equipment.

SNAKE
I see. Means more than I realized.

MAJOR TOM
Yes, clever isn't it? But don't leave yourself naked to the enemy.

SNAKE
Roger that.

Infiltration mission guidelines

MAJOR TOM
Part of your mission is to demonstrate to the brass the core concepts behind FOX.

MAJOR TOM
Leave no evidence. That's the essence of FOX. And avoid engagement with the enemy.

SNAKE
Understood.

MAJOR TOM
Not only that. I mean leave NOTHING behind, including weapons, equipment, footprints, sweat... even bodily waste.

SNAKE
Yeah. When I do my business, I bury it good.

MAJOR TOM
What!?

SNAKE
What's wrong?

MAJOR TOM
That's the American way?

SNAKE
American way for what?

MAJOR TOM
To handle defecation. You're going to BURY it?

SNAKE
Yeah. (Something wrong with that?)

MAJOR TOM
Bring it home with you.

SNAKE
What?

MAJOR TOM
That's what we did in SAS.

SNAKE
...

MAJOR TOM
The U.S. army is sloppy. They do things well, but not perfectly. Here in FOX, we're doing things my way. Got it?

SNAKE
... Yes, sir...

The concept behind FOX

MAJOR TOM
In the two years since Sokolov's asylum operation, I've spent all my time making preparations. And now is the time to show some results.

MAJOR TOM
FOX is a next-generation espionage organization designed to update us for 21st century operations that I proposed to the CIA.

MAJOR TOM
FOX sends individuals who excel in espionage and special tactics on solo sneaking missions like this one...

MAJOR TOM
... A next-generation unit that combines the skills of special forces units like the SAS and Green Berets with the know-how of an infiltration and espionage unit.

SNAKE
Military politics never was my strong suit...

MAJOR TOM
What I'm trying to say is... stealth. This is a stealth mission.

MAJOR TOM
Crucial to the coming cold war.

MAJOR TOM
The CIA director has always frowned upon FOX, but if this mission succeeds, FOX will be added to the CIA as an official unit.

MAJOR TOM
I intend to make FOX the leader in special operations.

MAJOR TOM
And to that end, this mission must succeed.

SNAKE
Right.

MAJOR TOM
I'm counting on you, Snake.

The gunship

SNAKE
Major.

MAJOR TOM
What is it?

SNAKE
About this gunship you sent to Tselinoyarsk...

MAJOR TOM
Yes?

SNAKE
How in the world did you manage that?

MAJOR TOM
Manage what?

SNAKE
That's a special operations craft that hasn't been tested in actual combat, right?

MAJOR TOM
That's exactly right.

MAJOR TOM
The plane, originally a special operations cargo aircraft based on the Air Force's C-130 transport, has been customized just for this mission.

MAJOR TOM
It can fly solo into Soviet territory to insert or retrieve special forces, and it has all the needed specs for this mission.

MAJOR TOM
It has a maximum speed of 380 miles per hour, cruising speed of 335 miles per hour, and a maximum altitude of 33,000 feet.

MAJOR TOM
For electronic equipment, it boasts terrain following and terrain avoidance radars, an inertial navigation system, radar alarm system, and a forward looking infrared device.

MAJOR TOM
It even has chaff and flare dispensers.

MAJOR TOM
It's also equipped with enough firepower to dispense of forces that may attack you during your exit maneuver on this mission.

MAJOR TOM
Two 40mm machine guns, and two 20mm gatling guns.

MAJOR TOM
Even the upper armor of the Soviet's main battle tank, the M-62, is 30 to 36mm on the turret, 30mm on the body. So the gunship has plenty of power to take them out.

MAJOR TOM
And as you said before, even if you were attacked by a tank unit, you'd be safe and sound.

SNAKE
Very impressive, but...

MAJOR TOM
Isn't it, though?

SNAKE
Yeah, but... How did you get it here?

MAJOR TOM
Must you ask me that question?

SNAKE
Yeah.

MAJOR TOM
You sure, now?

SNAKE
Is there some reason I shouldn't?

MAJOR TOM
Yes, I'd say so...

SNAKE
Understood. Forget that I asked.

MAJOR TOM
I will.

The Fulton Recovery System

MAJOR TOM

Snake, I've completed the double-check on the Fulton Recovery System.

SNAKE

Any problems?

MAJOR TOM

None. Leave your recovery to us.

SNAKE

Excellent.

MAJOR TOM

I suppose I should explain the procedure once more before the actual maneuver?

SNAKE

No... (You don't have to.)

MAJOR TOM

I see. Well, the Fulton Recovery System allows for rapid recovery of personnel from enemy territory, and is perfect for these kinds of special operations.

SNAKE

...

MAJOR TOM

Basically how it works is the plane flies by and snags a nylon lift line that the soldier has grabbed onto, and that has been elevated by a balloon.

MAJOR TOM

The Fulton Recovery System was first designed in the 1940s as a method of picking up mail for the American postal service.

MAJOR TOM

During the Korean War, that system was redesigned to recover personnel. JACK, an ancillary organization to the CIA...

MAJOR TOM

Yes, good ol' JACK...It stands for Joint Advisory Commission, Korea. Isn't that something?

SNAKE

...

MAJOR TOM
So, JACK first used the Fulton Surface-To-Air Recovery System to extract agents from North Korea and mainland China.

MAJOR TOM
Let's go over the procedure once more - to be on the safe side. First, the plane drops a canister about the size of a coffin to you.

MAJOR TOM
Inside, you'll find a balloon, a 1500-foot cable, and a harness that attaches to your suit.

MAJOR TOM
Take the items out, attach the line to your suit, fill the balloon with helium, and send the line up.

MAJOR TOM
The plane will approach at 125 miles per hour, snag the cable just below the balloon with a hook on the nose of the aircraft, and whisk you away.

MAJOR TOM
Assuming the pickup is successful, you'll be reeled in with a winch, and pulled to safety into the rear of the aircraft. Got it?

SNAKE
...

MAJOR TOM
Snake?

SNAKE
Yeah, I got it. I got it real good.

MAJOR TOM
Were you listening?

SNAKE
Yeah.

MAJOR TOM
All right then.

Wealth of knowledge of HALO jumps

MAJOR TOM
You did an excellent HALO jump.

SNAKE
Not really. I didn't land in the right spot.

SNAKE
A jumper who lost his pack on the first real HALO jump - that'll make a good story for you.

MAJOR TOM
Who cares? There are no records of your operations.

SNAKE
I know, but...

MAJOR TOM
What, you're embarrassed?

SNAKE
No, I'm not embarrassed.

MAJOR TOM
It's The Boss, isn't it? (Realizing Snake didn't want to look bad in front of The Boss.)

PARA-MEDIC
What about The Boss?

SNAKE
sulks Nothing, Para-Medic.

PARA-MEDIC
Doesn't sound like nothing.

SNAKE
Nothing to do with The Boss, I mean.

PARA-MEDIC
It has something to do with The Boss, but you don't want to say so?

SNAKE
... Yeah, kinda...

PARA-MEDIC
thoughtfully ... I understand, Snake. (I won't prod any more.)

MAJOR TOM
<away from radio> The Boss has done a lot of work on the military study of HALO jumps.

MAJOR TOM
<away from radio> And Snake here wanted to give a perfect performance on the first real jump, you know, to show respect to the mother of the technique.

SNAKE
Major!

MAJOR TOM
surprised Snake!? I thought you were over and out?

SNAKE
...

PARA-MEDIC
Wow, is that right?

SNAKE
You got something to say?

PARA-MEDIC
No.

SNAKE
I bet you do.

PARA-MEDIC
Not really. I just think it's kinda sweet of you to think like that.

SNAKE
I don't know whether to take that as a compliment, or an insult.

PARA-MEDIC
It's a compliment, Snake! So tell me, is it true?

SNAKE
worked up What!? (He thought she was asking if he'd been thinking about The Boss.)

PARA-MEDIC
Not that. Is it true that The Boss really worked on research for HALO jumps?

SNAKE
Oh, that...

MAJOR TOM
Yes, it's true.

MAJOR TOM

HALO stands for High Altitude, Low Opening. It's a jump technique developed for covert insertions into enemy territory, just like the area you're in.

MAJOR TOM

A plane flies at 10,000 feet or above to avoid detection by ground forces, and the jumper freefalls until he's within a 1000-foot altitude above the target area, when he finally opens his chute.

MAJOR TOM

By using this technique, the chances of revealing the parachute landing to the enemy are marginal.

MAJOR TOM

The HALO technique was originally developed in France. This was partly due to popularity of parachuting as a sport since the end of World War II.

MAJOR TOM

And The Boss was an instructor for the research that was carried out there.

MAJOR TOM

In 1957 at the JFK Special Operations Center at Fort Bragg, The Boss was invited to instruct at the first ever U.S. Military HALO School.

MAJOR TOM

Of course, none of this is on the record. But she's the mother of modern-day special forces.

The Major and The Boss were in the SAS

SNAKE

Major, didn't you say that The Boss was in the SAS with you?

MAJOR TOM

Yes. We formed the 22nd SAS Regiment together.

MAJOR TOM

When the SAS, the British Special Air Service, was first established, they invited The Boss on board as a special advisor.

MAJOR TOM
In fact, you might say that it was The Boss who put together Rayforce and L Detachment, which laid the groundwork for today's SAS.

MAJOR TOM
You won't find her name in the history books, but her contributions were many and great.

SNAKE
The real heroes are never made public.

MAJOR TOM
Not in our line of work, anyway.

MAJOR TOM
The dummy run on Heliopolis and the nighttime raids on German air bases in North Africa were her idea as well.

MAJOR TOM
Yes, she was always one step ahead of the rest of us, both in thought and action.

MAJOR TOM
It's true what they say: "Who Dares, Wins."

SNAKE
The motto of the SAS.

MAJOR TOM
Precisely. The motto itself is a tribute to her service.

MAJOR TOM
Needless to say, the SAS has become a model for special forces units all over the world.

MAJOR TOM
In that sense, The Boss really is the mother of special forces.

Secret design bureaus

SNAKE
Major, what kind of place is this secret Design Bureau that Sokolov is heading?

ZERO
Mmm. The Soviets have a number of secret Design Bureaus like this one, each engaged in cutting-edge research.

ZERO
OKB-1, the bureau where the Voskhod spacecraft was developed and which plays a leading role in the Soviet space program, is one of those installations.

ZERO
Most of them are located in secret cities built in isolated areas, and we don't even know their exact locations, much less the nature of their research.

ZERO
And Sokolov's OKB-754 is the most secret bureau of them all.

ZERO
The intelligence communities of the West have tried time and again to find out what they're working on, but they've failed consistently.

SNAKE
So you have absolutely no idea what Sokolov is developing?

ZERO
We've got nothing.

SNAKE
Then how did you get the information for this mission? It can't have been from Sokolov...

ZERO
From The Boss.

SNAKE
The Boss?

ZERO
That's right. She has her own intelligence channels that she cultivated during the last war.

ZERO
She shared what she learned with us.

ZERO
That we were able to get the green light for this mission at all is thanks to her pull with the powers that be at the CIA.

ZERO
In other words, this mission would never have come together without The Boss' help in a number of respects.

The rockets Sokolov built

SNAKE
Major, tell me about Sokolov's past work.

ZERO
Mmm. I assume you already know that Sokolov was the developer of the multi-engine cluster.

ZERO
The multi-engine cluster is exactly that - a system for fitting a single rocket with multiple engines.

ZERO
The Vostok rocket, for instance, had 32 engines.

ZERO
With the technology they had, it was difficult for the Soviets to develop large engines with massive thrust.

ZERO
So instead, they decided to focus on using multiple smaller engines to achieve the desired thrust. With this method, though, maintaining the fuel balance between the various engines was a major problem.

ZERO
Sokolov was the man who provided the solution.

SNAKE
And that's what earned him the job as head of the Design Bureau?

ZERO
Apparently so.

SNAKE
So this secret weapon is some kind of ballistic device?

ZERO
That's my best guess. We don't know for sure, but...

SNAKE
You'll find out soon. As soon as I get Sokolov out of here.

ZERO
I'm counting on you.

•Miscellaneous

General-purpose - don't get seen

ZERO
Snake, remember that this operation is a solo sneaking mission.

ZERO
We'll be providing you with support over the radio, but out in the field, you're on your own. There's no backup.

ZERO
And there's no way you'll survive a battle with a large enemy contingent. Avoid engagement whenever possible. Your highest priority in this mission is staying out of sight.

Covert action

(1)

MAJOR TOM
Listen up, Snake. Keep in mind that this operation is strictly covert.

MAJOR TOM
Engagements should be avoided. If you must dispose of an enemy, do it with the tranquilizer gun.

(2)
*During Virtuous Mission only

SNAKE
Yup. Sweet dreams, boy scout.

MAJOR TOM
That's right. And by the time he wakes up, you and Sokolov will be safely out of the country.

SNAKE
Sipping hot coffee on a plane back home.

MAJOR TOM
... What did you say?

SNAKE
?

MAJOR TOM
WHAT did you say?

SNAKE
Sipping hot coffee on a...

MAJOR TOM
You're going to drink that foul mud? On the victory flight home?

SNAKE
Okay, then what would you drink?

MAJOR TOM
Tea, of course!

Call after eating food

MAJOR TOM
You ate some food?

SNAKE
Yes.

MAJOR TOM
You aren't expecting food to recover LIFE, are you?

SNAKE
Of course not. Food alone doesn't heal wounds. Food only recovers stamina.

MAJOR TOM
Good.

SNAKE
Why do you ask?

MAJOR TOM
I once had a guy who thought that eating canned food would recover his LIFE.

SNAKE
What was he? Some kind of idiot?

MAJOR TOM
Of sorts, yes. But in the 21st century they'll probably come up with something that does just that.

Sigint's binoculars

*If player calls while using the binoculars after talking to Sigint

(1)

ZERO
I see you've equipped the binoculars.

SNAKE
Yep. Scouting is the bread and butter of sneaking missions.

ZERO
Are you finding them useful?

SNAKE
Yeah. The performance is top notch, and they're easy to use. These are some good binoculars.

ZERO
Really. Sigint will be pleased to hear that.

SNAKE
Why does Sigint care?

ZERO
Because he made them.

(2)
*If player has heard the conversation in which Sigint sings the binoculars's praises

SNAKE
Now I get it...

ZERO
What do you mean?

SNAKE
Don't worry about it...

(3)

ZERO
From what I hear, it took him more than a year to finish them.

SNAKE
I'll admit they're good binoculars, but what took him so long? Was it grinding the lenses?

ZERO
No, it was the style.

SNAKE
The style?

ZERO
Yes. He said he could never get the body design just right.

ZERO
Thanks to all his blasted tinkering, we went three times over budget. He better have a will ready before I get done with him.

SNAKE
...

Powers's gear

SNAKE

Major, I appreciate you allowing me to use weapons, but shouldn't I be carrying some rubles?

ZERO

You mean fake currency?

SNAKE

Right.

ZERO

Snake, do you remember the Francis Gary Powers incident back in 1960?

SNAKE

Powers was flying a U2 on a spy mission for the CIA in Soviet airspace. He was shot down and taken prisoner.

ZERO

His confession brought to light the fact that the CIA was spying in Soviet airspace. As a result, the U.S.-Soviet summit scheduled for two weeks later was canceled.

SNAKE

Yeah, I remember.

ZERO

U2 pilots are required to carry items that mask their identity.

ZERO

Powers was carrying ruble, mark, and lira coins as well as French gold coins.

ZERO

He was also carrying two gold watches and seven women's rings. All of these objects were meant to conceal his national origins.

ZERO

But for this mission, we've got to demonstrate to the Khrushchev regime that America is involved. There's no need to conceal your origins. And besides...

ZERO

All you need to do is complete your mission. As long as you're not captured or killed, the details will take care of themselves.

SNAKE

OK.

The space race

SNAKE
Major, tell me a little bit more about the space race.

ZERO
In 1957, the Soviet Union succeeded in launching their first artificial satellite, Sputnik, into orbit.

ZERO
Having been beaten to the chase by the Soviets, the U.S. government accelerated its own space program in an effort to catch up.

ZERO
The following year, the space development programs of the various service branches were united to form the National Aeronautics and Space Administration, or NASA.

ZERO
That same year, the Mercury program was launched with the goal of putting a man into space. Seven candidates were chosen from the military as the first astronauts. These were the men with the "right stuff."

ZERO
But as you know, it was a Soviet cosmonaut, Yuri Gagarin, who made the first successful manned space flight three years ago.

ZERO
NASA's first successful ballistic flight came one month after Gagarin's mission, with the Freedom 7 carrying Alan Shepard into space.

ZERO
After that, with America still lagging behind the Soviets in orbital flight, President Kennedy made a momentous decision.

ZERO
That America would put a man on the moon before the end of the decade.

SNAKE
Yeah, I heard that speech. But a lot of guys I knew weren't real happy about it...

SNAKE
They said no one was gonna make them go on a mission to blow up some damn moon base.

ZERO
But rocket research and missile research are closely related.

ZERO
Imagine, if you will, a Soviet Union able to send wave after wave of nuclear missiles raining down on Washington from a base on the surface of the moon.

ZERO
Even if that's still a long way from reality...

ZERO
If we lose the initiative, we may never get it back. We're left with no choice but to keep moving forward, one step at a time.

ZERO
The Gemini program launched two years ago represents the initial step toward establishing a moon base.

ZERO
And yet...

ZERO
I don't want to call President Kennedy a liar, but I simply can't imagine that in six years, man will have reached the moon.

SNAKE
I don't know. I never even thought we'd make it up into space.

SNAKE
Guess it all depends on whether you have the will to make it happen.

ZERO
Perhaps you're right.

The fake death pill and the revival pill

(1)

ZERO

Snake, the fake death and revival pills we gave you are the latest in internal medicines developed for intelligence ops by the CIA's technology division.

ZERO

You can use the fake death pill to send yourself into a death-like state for a limited period of time. Use it wisely and you should be able to fool the enemy into thinking you're really dead.

ZERO

It may come in handy if you ever find yourself cornered.

ZERO

To revive yourself from the fake-death state, use the revival pill. But remember - timing is critical. The effect will be ruined if you revive right in front of your enemy.

(2)

SNAKE

Interesting. But how does it work?

ZERO

What do you mean?

SNAKE

I don't feel right taking some pill I don't know anything about. How does it make me look dead? How's it gonna affect my body?

ZERO

Well, Snake... about that... (He was about to tell Snake not to ask since Para-Medic will launch into a long explanation.)

SNAKE

I get it. I should ask Para-Medic. Para-Medic! (Thought the Major was going to tell him to ask Para-Medic.)

PARA-MEDIC

Allow me to explain.

PARA-MEDIC

You know how there are animals in nature that play dead, like weevils, ladybugs, chickadees, opossums and the like.

PARA-MEDIC
Well, the fake death pill takes the natural art of playing dead and applies it to the spy world.

PARA-MEDIC
When you take the fake death pill, it causes your body to rapidly secrete a number of chemicals - adenosine and serotonin as well as opioid peptides such as methionin enkephalin.

PARA-MEDIC
Those chemicals act to induce a state of hibernation, causing your heart rate, your breathing rate, and your body temperature to drop dramatically.

PARA-MEDIC
It'll truly look like you've dropped dead upon initial inspection.

PARA-MEDIC
The revival pill, to put it simply, is a counteracting agent to the fake death pill.

PARA-MEDIC
When you take it, it causes your body to secrete stimulants, like noradrenaline and other chemicals such as naloxone, which block the effects of the fake death pill.

PARA-MEDIC
Basically, it wakes you up.

PARA-MEDIC
Does that help?

SNAKE
... Yeah

PARA-MEDIC
OK, I'll try and explain it in more detail.

PARA-MEDIC
The secretion of methionin enkephalin triggered by the fake death pill causes the opioid receptors...

SNAKE
O... OK, I think I get it now.

PARA-MEDIC
You sure?

SNAKE
Yeah.

PARA-MEDIC
But you must want to know a little bit more.

PARA-MEDIC
There are three types of receptors: delta, kappa, and mu. Methionin enkephalin acts on the...

ZERO
Ah, Para-Medic, I think Snake understands now. Isn't that right, Snake?

SNAKE
Yeah, clear as crystal.

PARA-MEDIC
But...

SNAKE
Major, I've got enough info about the pills, so I'm going to get back to the mission now.

ZERO
Yes. You do that.

PARA-MEDIC
Hey, wait a--!

PARA-MEDIC
glum ...

The scientist disguise

ZERO
Snake, I heard you got a scientist disguise from EVA.

SNAKE
Yeah.

ZERO
Go to "UNIFORM" on the "CAMOUFLAGE" screen and choose "SCIENTIST" to disguise yourself as a scientist.

SNAKE
"SCIENTIST", huh. (I'll put it on right away.)

ZERO
But it won't do you any good to go around the jungle wearing a scientist disguise.

PARA-MEDIC
No one would be that stupid.

ZERO
You're right. No one would think of going around the jungle in a scientist disguise. If they did, they'd have to be a fool. No, more than a fool -- a complete dumbass.

ZERO
Don't you think so, Snake?

SNAKE
dejected Yeah...

While wearing the scientist disguise

(1)

ZERO
stunned Snake...

SNAKE
What's wrong, Major?

ZERO
I should be asking you the same question. Why are you wearing that outfit?

SNAKE
Wanted to try it on.

(2)

ZERO
Did you listen to a word that I said?

(3)

ZERO
What are you thinking, dressing like a scientist in the middle of the jungle? Look at your Camo Index. You're a walking bull's-eye.

ZERO
Get back into your camouflage, now!

SNAKE
... Lighten up...

ZERO
What was that!?

SNAKE
Nothing.

Origin of Major "Zero"

SNAKE
Major.

ZERO
Yes?

SNAKE
I was just wondering... why do they call you "Zero"?

ZERO
What do you mean?

SNAKE
We go back a long ways, but I just realized I never asked you why you're called "Zero."

ZERO
You want to know where it comes from?

SNAKE
Yeah. If that's all right.

ZERO
... That's a bit nostalgic, really.

SNAKE
Nostalgic?

ZERO
The first British intelligence outfit was established in 1909. The head of the foreign intelligence division was a man named Mansfield George Smith Cumming.

ZERO
He was referred to simply as "C," after the first letter of his last name.

ZERO
Since then, out of respect for Cumming, the heads of the SIS have traditionally taken the name of "C."

PARA-MEDIC
And James Bond's boss is called "M."

ZERO
That's right. I myself was once known as "O."

SNAKE
And that's where "Zero" comes from?

ZERO
Precisely.

ZERO
In another sense though, it signifies a ghost - one whose true identity must remain a mystery. The primogenitor of the solo sneaking operation.

SNAKE
Is that so...

Going over the route

(1)

ZERO
Snake, your number one priority in this mission is rescuing Sokolov. EVA said he is in the lab, so head over there.

(2)

SNAKE
Right.

ZERO
Do you remember how to get to the lab?

SNAKE
You mean what EVA told me?

ZERO
Yes.

SNAKE
Of course I do. (Isn't really confident.)

ZERO
Alright, repeat it for me.

SNAKE
Major, do you think I'd forget something like that?

ZERO
Let's hear it then.

(3)
*If player hasn't yet reached crevice

SNAKE
First, I head north.

ZERO
Mmm.

SNAKE
Then I'll come to a crevice...

(4)
*If player hasn't yet reached mangrove forest

SNAKE
... First, I head toward the back of this cave.

ZERO
Mmm.

SNAKE
And then I'll come to an aqueduct.

(5)
*If player hasn't yet reached mangrove base

SNAKE
... First, I follow this aqueduct north.

ZERO
Mmm.

SNAKE
Then I'll come to a warehouse.

(6)

ZERO
And then?

SNAKE
And then...

SNAKE
...

ZERO
stunned All right, let's go over this one more time.

(7)
*If player hasn't yet reached crevice

ZERO
First, head north through the jungle. Enter the cave through the crevice to the north.

(8)
*If player hasn't yet reached mangrove forest

ZERO
Follow the cave to the end and you'll come out in an aqueduct surrounded by mangrove.

(9)
*If player hasn't yet reached mangrove base

ZERO
Follow the aqueduct to the north and you should arrive at a warehouse. Climb out of the water and enter the warehouse.

(10)

ZERO
After you've infiltrated the warehouse, pass through it to the north. Then you'll emerge in the woods again. The lab will be directly to the north.

(11)

ZERO
Are we clear now?

SNAKE
Y-yeah. (Isn't really that sure.)

ZERO
Snake...

SNAKE
I got it, I got it. Basically I just head north, right?

ZERO
...

Crocodile Cap

(1)

ZERO
stunned Snake, what in God's name...

-->Para-Medic Radio Conversation: Crocodile Cap (2)

(2)

ZERO
Ah, never mind.

(3)

ZERO
I suppose you might be able to disguise yourself as a crocodile by wearing that cap and sticking your head out of the water.

•Camouflage

Camouflage yourself

(1)

THE BOSS
Camouflage is an indispensable tool when you're sneaking through the jungle.

(2)
*If Camo Index is low

THE BOSS
To use camouflage, first press the Menu Button to go to the Survival Viewer.

THE BOSS
Then select "CAMOUFLAGE" and press the Enter Button.

THE BOSS
Select "UNIFORM" to select battle fatigues, and "FACE" to select face paint.

(3)

THE BOSS
Choose battle fatigues that match the surrounding environment.

THE BOSS
The most effective camouflage is attained by selecting fatigues that blend in with the environment.

(4)

THE BOSS
Camouflage patterns that stand out in your surroundings will attract attention.

If player refuses to use camouflage

THE BOSS
Snake!

SNAKE
What's up, Boss?

THE BOSS
Don't you "what's up" me!

SNAKE
OK, then... "what is it?"

THE BOSS
I'm talking about your camouflage! Why aren't you using it!?

SNAKE
Oh...

THE BOSS
When you don't use any camouflage at all, you stick out like a sore thumb. Didn't you listen to a word I said?

SNAKE
I was listening but...

THE BOSS
Then start using your camouflage.

SNAKE
...

THE BOSS
Is that clear?

SNAKE
Yeah.

If player isn't using face paint

(1)

THE BOSS
It takes more than just clothes to make a good disguise. To camouflage yourself effectively, you'll need to wear face paint.

(2)

THE BOSS
Face paint is camouflage applied to the face. Bare skin sticks out like a sore thumb in the jungle, so always protect yourself with face paint.

(3)

THE BOSS
Choose a color that matches the features of your surroundings, and use your finger to apply the face paint.

THE BOSS
Start by applying a light color, then gradually move up in darkness. That way, even if you make a mistake, you can cover it up with a later, darker color.

THE BOSS
In order to flatten the appearance of your face, use light colors on areas of the face that recede, and dark colors on areas that protrude.

(4)

THE BOSS
Open the Survival Viewer, go to "CAMOUFLAGE", then select "FACE," and you'll find the selection of face paints.

THE BOSS
Be sure to select a face paint that makes you blend right into your surroundings. Okay?

The Camo Index

THE BOSS
Normally, you would ask a fellow soldier how well your camouflage is working.

THE BOSS
But this is a solo sneaking mission, so nobody out there is on your side. You have to determine how well your camouflage is working by yourself.

SNAKE
a little apprehensive Yeah, I know.

THE BOSS
Don't worry. That's what the Camo Index is for.

THE BOSS
The Camo Index tells you how well you've imitated the surroundings.

THE BOSS
The higher the index, the more well-disguised you are.

THE BOSS
With a high enough Camo Index, you can even fool enemies inches away.

THE BOSS
If you are in an area where encounters are a high concern, keep your Camo Index high. Got it?

Camouflage and stances

THE BOSS
Camouflage is about blending in with nature. To ensure effective camouflage, you have to stay low and keep still.

THE BOSS
As long as you have camouflage fatigues, face paint that matches the environment, and lay on your stomach, you don't need to be concerned with being spotted by distant enemies.

THE BOSS
On the other hand, no amount of camouflage will keep you hidden from the enemy if you're running around.

THE BOSS
So, when you need to hide from the enemy, lie as low as possible, and stay still.

THE BOSS
You can check the Camo Index to see how your movement and position affects the quality of your disguise.

The history of camouflage

THE BOSS
Hunters have known about camouflage since ancient times.

THE BOSS
But it's only quite recently - since the 18th century - that it's been applied to military operations.

THE BOSS
The first camouflage introduced to the military was a solid-colored uniform designed to blend in with the battlefield. It was really more of a protective coloring than true camouflage.

THE BOSS
Camouflage, in the modern sense of the word, wasn't introduced until the First World War.

THE BOSS
During that war, weapons such as aircraft, cannon and warships were painted in camouflage colors.

THE BOSS
But it was almost never used to disguise individual soldiers...

THE BOSS
The widespread use of camouflage began in World War II. The Germans and the Russians, in particular, made active use of it in battle.

THE BOSS
Nowadays, with the Cold War raging, the Eastern bloc has been hard at work developing all sorts of camouflage patterns.

THE BOSS
In the West, the French implemented it in their paratrooper corps and SAS during the wars of independence in Indochina.

SNAKE
I never saw it used in Korea, though.

THE BOSS
America has lagged behind other countries in incorporating camouflage. They're only just beginning to consider introducing it into certain units.

SNAKE
Why is that?

THE BOSS
Apparently, there are those in the U.S. military who consider camouflage too "passive" a technique.

SNAKE
Morons.

THE BOSS
You're telling me. But now more and more people are beginning to appreciate how useful and important camouflage can be.

THE BOSS
I'm sure the brass will see the light soon enough.

If player is using a joke camo that won't help them

THE BOSS
stunned Snake...

SNAKE
What's up, Boss?

THE BOSS
Don't you "what's up" me. Just what do you think you're doing?

SNAKE
What do you mean?

THE BOSS
"What do I mean"... What is that camouflage you're wearing?

SNAKE
proudly Oh, this. What do you think?

THE BOSS
Of all the...

SNAKE
Looks pretty good on me, doesn't it?

THE BOSS
Are you out of your mind? You can't wear that in battle!

THE BOSS
It's like saying to the enemy, "Hey! Here I am! Shoot me!"

SNAKE
Well, I'll admit, it is a little on the flashy side...

THE BOSS
Then why don't you...

SNAKE
But it does look good on me, doesn't it?

THE BOSS
...

SNAKE
You don't think so?

THE BOSS
Listen, wise ass! Camouflage isn't going to do jack if it doesn't help you blend in with your surroundings!

SNAKE
mutters Well, I think it looks good on me...

THE BOSS
Fine! Wear whatever you want!

SNAKE
hurt ... I thought you'd like it...

•Uniforms

Naked

THE BOSS
Snake, did you take off your uniform?

SNAKE
Yeah.

THE BOSS
What's the matter?

SNAKE
Just needed to loosen up.

THE BOSS
stunned ... I know there's a "NAKED" option under "UNIFORM" in the "CAMOUFLAGE" window that lets you take off your uniform.

THE BOSS
But without a uniform on, your Camo Index will remain low, and you'll burn through your stamina more quickly.

THE BOSS
So stop acting like a fool and put some camouflage on, now!

SNAKE
...

THE BOSS
Did you hear me!?

SNAKE
Yeah...

Olive Drab

(1)

THE BOSS
I see you're wearing the olive drab uniform.

(2)

THE BOSS
Olive drab, or OD for short, is what you might call the "pre-camouflage" uniform.

THE BOSS
Plain-colored OD fatigues are still worn by infantry today, but they'll be replaced sooner or later by patterned camouflage.

THE BOSS
As you can see, it's got no colors or markings on it, so of course it won't make a very effective disguise. You should change into some other type of camouflage as soon as you can.

Tree Bark

(1)

THE BOSS
I see you're wearing the tree bark camouflage.

(2)

THE BOSS
The tree bark pattern was originally created for use by hunters.

THE BOSS
Unlike the somewhat abstract designs seen in other patterns, Tree bark is characterized by a design that resembles photographs of stumps and branches pasted together.

THE BOSS
It's especially good when you're pressed up against a tree.

Squares

(1)

THE BOSS
I see you're wearing the squares pattern camouflage.

(2)

THE BOSS

The squares camouflage consists of a series of squares, each varying slightly in color and shape from the next.

THE BOSS

It has the effect of making the contours of the person wearing it more difficult to distinguish.

THE BOSS

You'll find it especially useful against brick and rusted metal backgrounds.

Black

(1)

THE BOSS

I see you're wearing the black camouflage.

(2)

THE BOSS

People tend to associate black camo with night operations, but that's not always the case.

THE BOSS

Wearing all black when you're out in the forest at night makes your silhouette darker and more prominent, and you end up standing out instead.

THE BOSS

To get the most out of your camouflage, it's essential to choose a pattern that matches your surroundings - even at night. Don't forget that.

Leaf

(1)

THE BOSS

I see you're wearing the leaf pattern camouflage.

(2)

THE BOSS
The leaf pattern was developed to provide cover in forest environments.

THE BOSS
The U.S. military isn't the only one using it. Countries that anticipate operating in forest environments are developing various types of patterns, each suited to the vegetation of the particular region.

THE BOSS
The Soviets and the Eastern European countries all use their own unique patterns.

THE BOSS
Leaf pattern camo will give you an especially low profile in areas of thick vegetation.

Tiger Stripe

(1)

THE BOSS
I see you're wearing the tiger stripe camouflage.

(2)

THE BOSS
The tiger stripe pattern has been in use since 1959 among the South Vietnamese Marine Corps.

THE BOSS
But the pattern originated with the French. It's said that it developed out of the brush stroke pattern, also known as "lizard camouflage."

THE BOSS
It provides some cover in trees and grass, but it's especially effective in earth and mud environments. You should find it useful when you're concealing yourself by crawling on the ground.

•Face Paints

Normal

(1)

THE BOSS
I see you're not wearing any face paint.

(2)

THE BOSS
Selecting "NO PAINT" for "FACE" under "CAMOUFLAGE" lets you remove your face paint.

THE BOSS
But without face paint your camouflage alone won't be sufficient.

THE BOSS
So if you need a high Camo Index, make sure you're wearing face paint. Got it?

Woodland

(1)

THE BOSS
You're wearing the woodland face paint, I see.

(2)

THE BOSS
The woodland face paint is designed for use in forests. It'll give you a high level of camouflage in a wooded environment.

THE BOSS
Try using woodland paint when you're traveling through the forest.

Black

(1)

THE BOSS
You're wearing black face paint, huh?

(2)

THE BOSS
Painting your face black will raise your Camo Index in dark areas.

THE BOSS
If you find yourself in any dark areas, make sure to use the black face paint.

• CQC

CQC controls

(1)

THE BOSS
Visibility is poor in the jungle, so you'll be finding yourself in a lot of unexpected encounters. Naturally, this means that close-quarters combat will be more important than ever.

SNAKE
So I'll have plenty of chances to use CQC, then.

THE BOSS
That's right.

THE BOSS
In proximity encounters, firing a gun isn't necessarily the best response to every situation. It's only one option among many.

THE BOSS
Rather than taking the time to draw, aim, and fire a gun, engaging your opponent in hand-to-hand combat can sometimes be a faster and more reliable way of subduing him.

THE BOSS
Besides, in a sneaking mission like this one it's too dangerous to go around firing your gun. You'll end up revealing yourself to the enemy.

SNAKE
Yeah, I know. You created CQC to deal with exactly this type of situation.

THE BOSS
With your help of course.

THE BOSS
In a battle situation, you'll only have a split second to decide how to attack. Use the Weapon Button to attack using a weapon, and the CQC Button to attack using CQC.

(2)

THE BOSS
Press the CQC Button once to throw a punch. Pressing it multiple times in succession will allow you to deliver a combo attack.

THE BOSS
But striking your opponent is just one aspect of CQC. It doesn't really start to shine until you've got your enemy in a hold.

THE BOSS
Press and hold down the CQC Button to grab your opponent with your right hand.

THE BOSS
From there, you can use the left analog stick to knock your opponent off balance and throw him to the ground. This can be used to knock an opponent out in a single blow.

THE BOSS
If you don't press the left analog stick, grapple with your enemy until you're behind them and can get your knife to their throat.

(3)

THE BOSS
Grabbing an enemy from behind and holding your knife against his throat will render him virtually powerless. From this point, there are several things you can do.

THE BOSS
Press the CQC Button hard to slit the enemy's throat with your knife.

THE BOSS
Move the left analog stick and press the CQC Button to throw the enemy to the ground.

THE BOSS
Lightly tap the CQC Button rapidly to choke the enemy. You can use this to knock him out, or even kill him if you do it long enough.

THE BOSS
By continuing to hold down the CQC Button, you can move around while keeping your grip on the enemy.

THE BOSS

By pressing the Weapon Button, you can aim your currently equipped weapon at another enemy. With their comrade acting as a human shield, the enemy will be reluctant to attack you.

THE BOSS

Press the left analog stick to press your knife against the enemy and demand information. You'll be surprised at how much you can learn this way.

THE BOSS

But don't get too complacent. While your enemy may be powerless in your grip, he'll use any opportunity he can to counterattack.

You can't use CQC with weapons like rifles

THE BOSS

You can only use CQC to grab enemies when your right hand is free to grab and pull them toward you - in other words, when you're bare handed or equipped with a one-handed weapon like the survival knife or a handgun.

THE BOSS

You won't be able to grab hold of enemies when equipped with two-handed weapons such as the assault rifle or weapons such as hand grenades that don't leave your right hand free to control the enemy.

SNAKE

So in other words, I can't throw enemies with CQC when I'm holding an assault rifle or a hand grenade.

THE BOSS

Exactly. Don't forget it.

The concept of CQC

THE BOSS

In my day, I did my share of sneaking into enemy territory.

SNAKE

You mean since World War II?

THE BOSS

Yeah. Mostly snatch missions.

SNAKE

Snatch mission... that's where you abduct an enemy officer without killing him, right?

THE BOSS
Right. That's where I got the original idea for CQC.

THE BOSS
In a snatch mission, taking out the target's escorts by shooting them is not an option.

THE BOSS
If the enemy hears the gunshot, they'll know there's an intruder and tighten security. And the target will sense danger and try to get away.

SNAKE
You needed a way to take out the guards and secure the target without making a sound...

THE BOSS
That was the idea. The CQC style that you and I developed is based on the techniques I cultivated during those missions. So... (She was about to say "So make good use of it in this mission" before Snake interrupted her.)

SNAKE
First time I've heard this.

THE BOSS
Huh?

SNAKE
You've never told me any of this before.

THE BOSS
I didn't?

SNAKE
No. Why?

THE BOSS
?

SNAKE
Why didn't you tell me this before? Why now?

THE BOSS
I have my reasons... (Because this will be the last time we see each other.)

Physique, technique, and heart

THE BOSS

The techniques themselves - the strikes and the throws - are only one aspect of CQC.

THE BOSS

In order to make those techniques work, it's essential to have a strong body as well.

THE BOSS

But the most important tools in CQC are your wits - the ability to instantly comprehend and analyze the enemy's behavior and psychological condition to determine your actions. In short...

SNAKE

Mind, body and technique.

THE BOSS

That's right. CQC can only be used effectively when all three of those elements are combined.

SNAKE

Sounds like some sort of oriental martial art.

THE BOSS

It does, doesn't it? Anyway, it's not something that's easily taught or easily mastered. It takes rigorous training and years of experience to learn it.

THE BOSS

You helped create it, and you're the only one who can use it.

SNAKE

Except you, right?

THE BOSS

Yeah.

•Weapons

Survival Knife

THE BOSS
I see you've got the survival knife equipped.

THE BOSS
The survival knife is a necessity in the field.

THE BOSS
Press the Weapon Button to swing the knife. Press it repeatedly to perform a combo attack.

THE BOSS
The knife lets you kill an enemy silently, so you should find it useful when the situation calls for stealth.

THE BOSS
In addition to fighting the enemy, you can also use the knife to capture wild animals.

THE BOSS
That one knife can provide you with everything you need to survive in the field. Use it well.

Mk22

THE BOSS
The gun you're using is a test model of a suppressor-equipped pistol currently in development by the Navy that's been modified by the CIA into a tranquilizer gun.

THE BOSS
The suppressor-equipped pistol it's derived from is itself being developed for use by Special Forces based on the M39...

SNAKE
The Mk22.

THE BOSS
That's what they're going to call it if they decide to adopt it for official use...

THE BOSS
It uses a slide-lock mechanism, that will keep the firing sound down to a minimum...

SNAKE
But I'll have to reload it by hand every time I fire. Right?

THE BOSS
Right. You won't be able to fire multiple shots at once, so make every shot count. Aim for the enemy's vital spots.

THE BOSS
There's talk of designing the Mk22 to accommodate special subsonic rounds, but for this mission you'll be using specifically designed tranquilizer rounds.

THE BOSS
In a way, these tranquilizer rounds are like miniature syringes.

THE BOSS
When one of them strikes a target, the impact causes a needle contained within to shoot out. At the same time, chemicals inside the round are mixed to create a gas, which pushes the plunger and injects the tranquilizer into the target.

THE BOSS
You can knock out an enemy immediately by shooting them in the head. But if you shoot them in the arm or leg, the tranquilizing agent will take some time to set in. Aim carefully.

M1911A1

(1)

THE BOSS
I see you're using the .45.

SNAKE
Yeah. It's an M1911A1.

THE BOSS
The stopping power of those .45 ACP rounds ought to come in handy.

SNAKE
And it uses a simple single-action system, so it won't jam up on me so much. Even if I get caught in mud or sand, it'll keep on shooting.

THE BOSS
The perfect handgun for this mission.

SNAKE
Yeah. We'll make a good team.

(2)

THE BOSS
The .45 can also be equipped with a suppressor. The suppressor will reduce the noise of the gunshot.

THE BOSS
If you find a suppressor, open the Weapon Window and press the Enter Button to attach or detach it.

THE BOSS
But remember: the suppressor will deteriorate little by little each time you fire.

RGD Grenade

THE BOSS
I see you've found yourself an RGD-5.

THE BOSS
RGD stands for "Ruchnaya Granata Degtyareva" in Russian. It basically means 'hand grenade of the Degtyarev design.'

THE BOSS
It's the standard issue blast-fragmentation grenade of the Soviet army.

SNAKE
It's lighter than the M26 (an American-made hand grenade).

THE BOSS
And it carries fewer explosives as well. But I'd say it's more or less equal to an M26 in terms of performance.

THE BOSS
Be careful, though - the safety pin ring is on the opposite side.

THE BOSS
You'll be fine as long as you keep the safety lever pressed down with your finger.

SNAKE
I'll keep that in mind.

THE BOSS
Blast-fragmentation grenades use a combination of blast and shrapnel to kill their targets.

THE BOSS
This makes them effective against standing targets, but significantly less effective against targets lying on the ground. Remember that.

Magazine

THE BOSS
You got a magazine, huh.

THE BOSS
That is an empty magazine for your guns. It can be an effective weapon itself, if you know how to use it.

SNAKE
You mean throwing them at people?

THE BOSS
No. You can't take out an enemy just by throwing a magazine at him.

THE BOSS
But if you use the sound it makes when it lands to attract the enemy's attention...

SNAKE
I get it. It creates a diversion.

THE BOSS
Weapons will be in short supply during this mission. If you want to succeed, you'll need to use your head.

EZ Gun

(1)

THE BOSS
I see you're using the EZ GUN.

THE BOSS
The EZ GUN is a silenced tranquilizer gun for special-ops use developed for FOX by the CIA's technology division.

SNAKE
A silenced tranquilizer gun? I don't see a suppressor on here...

THE BOSS
Apparently, the tranquilizer rounds themselves are designed to suppress the sound.

SNAKE
Interesting. In other words, I won't have to worry about the suppressor wearing out on me, right?

THE BOSS
That's right.

THE BOSS
It's also equipped with a laser sight so that you can make accurate shots even at a distance.

(2)

THE BOSS
In addition, merely equipping the EZ GUN should have a positive effect on your Camo Index.

(3)

THE BOSS
I've even heard it helps you recover your stamina.

(4)

THE BOSS
Put it to good use.

XM16E1

THE BOSS
The weapon you're equipped with now is called the XM16E1.

THE BOSS
It's a new type of rifle currently being developed by the U.S. Army.

SNAKE
If it's still in development, then what's it doing here?

THE BOSS
My guess is they captured it when it was it was being battle-tested in Southeast Asia.

THE BOSS
But the one you've got there is quite a bit different from the ones I've been hearing about.

THE BOSS
For one thing, it's camo-painted and it's fitted with a three-shot burst mechanism. It even looks like you could attach a suppressor...

THE BOSS
All of these modifications are geared towards jungle combat. This doesn't look like the work of the Soviets.

THE BOSS
My guess is they were added on-site by an American gunsmith during the army field trials.

THE BOSS
Open the Weapon Window and press the Enter Button to attach or remove the suppressor. Press the Action Button to switch between semi-auto, full auto, and three-shot burst modes.

THE BOSS
Make use of each of these functions as the situation warrants.

Dragunov

(1)

THE BOSS
I see you've got your hands on an SVD.

THE BOSS
The SVD is the Soviet Union's most advanced automatic sniper rifle. It's said to be better designed and more durable than anything the West has.

SNAKE
It looks kind of like an AK-47.

THE BOSS
The shape is similar, but the internal mechanism is one of a kind. It uses 7.62 x 54 mm rimmed cartridges, which are more powerful and precise than the ones the AK uses.

THE BOSS
It can be a powerful weapon if you know how to use it.

(2)

THE BOSS
Sniper rifles aren't meant to be used on the move. When you equip one, you'll immediately go into First Person View.

THE BOSS
The more stable your stance, the less your hands will shake when you're aiming the rifle. Make sure you're lying down before attempting to make a long-distance shot.

THE BOSS
To use the scope, press the Aim Button. You can also use the Action Button to change the level of magnification.

THE BOSS
By taking out enemies from a distance with the sniper rifle, you can shift the odds in your favor. Use it well.

White Phosphorous Grenade

THE BOSS
You've got a white phosphorus grenade, I see.

THE BOSS
White phosphorus grenades use white phosphorus to create an incendiary blast. They were widely used on the Pacific front.

THE BOSS
Upon detonation, all living things in the area of effect will suffer serious burns.

THE BOSS
Just make sure you don't end up getting burned yourself.

Smoke Grenade

THE BOSS
I see you've got a smoke grenade.

THE BOSS
The smoke grenade does exactly what the name implies.

THE BOSS
It creates a thick, dispersion-resistant cloud of white smoke that blocks the enemy's field of vision.

THE BOSS
It should be useful when you need to make a quick getaway. Keep it in mind.

Stun Grenade

THE BOSS
That's certainly a strange-looking grenade you've got there.

SNAKE
Yeah. I've never seen one like this. What is it...?

THE BOSS
It must be a new type of grenade developed by the Russians.

THE BOSS
From what I can tell, it's a non-lethal weapon that uses a flash of light and intense sound to overpower the senses of human targets.

THE BOSS
You can probably use that grenade to knock out the enemy without killing them. It might prove useful.

Chaff Grenade

THE BOSS
That's an interesting grenade you've got there.

SNAKE
Yeah. I've never seen anything like this before...

THE BOSS
Apparently it's designed to disrupt radio waves by scattering tiny pieces of metal into the air.

THE BOSS
The Russians probably developed it as a personal anti-electronics weapon.

THE BOSS
You can use that grenade to block radio communications between enemy soldiers.

SNAKE
Then they won't be able to call for reinforcements, huh?

THE BOSS
That's right.

THE BOSS
But remember that as long as the radio disruption lasts, your active sonar and motion detector will also be rendered inoperable.

Magazine

THE BOSS
coldly What is that you have in your hands?

SNAKE
!!! (She caught me!)

THE BOSS
Honestly, when did you start reading magazines like that?

SNAKE
I, uh...

THE BOSS
Didn't I teach you how to take care of business without having to rely on that sort of thing?

SNAKE
...

THE BOSS
... anyway.

THE BOSS
I'm sure some of the enemy grunts will find that sort of magazine as appealing as you seem to.

THE BOSS
Place it on the ground and you might be able divert their attention.

Directional Microphone

THE BOSS
Ah, you've got a directional microphone.

THE BOSS
The directional microphone is a high-performance listening device. When you equip it, you'll go into First Person View, where the microphone will pick up sounds in whichever direction it's facing.

THE BOSS
By pointing the microphone into the forest, you can sometimes hear the footsteps of enemy soldiers lurking beyond the trees.

THE BOSS
In jungle combat, success depends on how well you can sense the enemy's presence. Use it wisely.

•Items

Binoculars

THE BOSS
I see you're using binoculars. The ones you've got are a high performance military model equipped with a zoom function.

SNAKE
Yeah. They give me a flat image across the entire viewing range.

THE BOSS
They're completely waterproof and highly shock- and flame-resistant. You won't need to worry about them breaking.

THE BOSS
Scouting is key during a sneaking mission. If you can determine enemy positions and the lay of the land from a distance, it'll make your job that much easier. Use them wisely.

Thermal Goggles

THE BOSS
Those things you're wearing... those are...

SNAKE
Thermal goggles. Some kind of electronic gadget that shows the distribution of heat sources in image form.

THE BOSS
I know they're based on the same principle behind the FLIR system on gunships. But to think they actually made it small enough to carry with you...

SNAKE
They're not just making good rockets huh? Never underestimate the power of Soviet science.

THE BOSS
Tell me about it. In any case, those thermal goggles should allow you to easily see through enemy camouflage and spot traps.

THE BOSS
Just don't leave them on for too long, or you'll drain the batteries.

Mousetrap

THE BOSS
So, you want to use a mousetrap?

THE BOSS
The mousetrap is designed to capture smaller animals.

THE BOSS
If you press the Weapon Button and place the mousetrap on the ground, you might be able to catch something with it.

THE BOSS
Use the Survival Viewer "MAP" to see where you've already placed the traps.

THE BOSS
However, don't forget that the mousetrap is designed to lure animals in using some kind of bait in the middle.

THE BOSS
If you capture one animal by using it, don't expect to capture any more.

THE BOSS
Crawl to pick it up again, refill the bait, and put it back on the ground to catch more animals.

LIFE Medicine

THE BOSS
You have some LIFE medicine on you.

THE BOSS
LIFE medicine is a recent pharmaceutical product developed by the Soviet Union. It works with your metabolism to quickly treat wounds.

THE BOSS
If you use it, you can recover LIFE on the spot. Try it when your LIFE is starting to run low in battle.

Cigar

THE BOSS

Are you smoking a cigar?

SNAKE

Uh huh.

THE BOSS

I don't approve of you smoking during a mission.

SNAKE

Hey, you used to smoke them.

THE BOSS

Never mind what I did.

SNAKE

...

THE BOSS

But that being said, cigars can be useful in a number of different ways. Like getting rid of leeches.

SNAKE

Did you say leeches?

THE BOSS

Yes. If a leech clamps onto you, try pressing the lit end of a cigar into it. The leech should cringe and detach itself from you.

THE BOSS

If you try to yank it off by yourself, you run the risk of it leaving its teeth inside you. With the cigar method, you won't have that problem.

SNAKE

Fascinating.

THE BOSS

And unlike a cigarette, a cigar burns slowly, so you can use it in place of a torch in dark places.

SNAKE

I never knew a cigar had so many different uses...

THE BOSS

Now you know. But quit smoking them during the mission.

SNAKE

...

THE BOSS

Hear me?

SNAKE

Yes, ma'am...

Weight of objects

THE BOSS

Keep in mind that your weapons and equipment each have their own weight.

THE BOSS

Storing a heavy item on your person will cause your stamina to drain more quickly.

THE BOSS

If you're getting tired or want to conserve your stamina, it's a good idea to put any items you're not going to use back into your backpack.

Use your sensors

THE BOSS

The sooner you find the enemy, the better you'll be able to deal with the situation.

THE BOSS

So be sure to make use of sensors like the motion detector and active sonar.

•Controls Explanations

First Person View

THE BOSS
Press the First Person View Button to switch to the First Person View. In First Person View, you can look at your surroundings through your own eyes.

THE BOSS
The Overhead View's range is limited. If you plow ahead using only the Overhead View, you put yourself in danger of running into an enemy without even realizing he was there.

THE BOSS
Make regular stops, and check your surroundings with First Person View. Okay, Snake?

First Person View attacks

THE BOSS
The First Person View attack is a fundamental part of gunfighting.

THE BOSS
It allows you to aim in directions impossible to hit with the Overhead View like shooting enemies that are above or below you. It also makes it possible to aim for your enemies' weak points.

THE BOSS
When you need to take an enemy out in one shot, use a First Person View attack and aim for the head.

Tactical reloads

(1)

THE BOSS
A tactical reload is a change of magazines carried out before the bullets in the magazine are completely used up.

(2)

THE BOSS
It keeps you from running out of bullets near your enemies, so that you can keep up your level of firepower, and you will always have a bullet in your chamber.

THE BOSS
The trick is: don't lower your gun or your line of sight when reloading. Keep your line of sight up and concentrate on your surroundings while changing magazines.

THE BOSS
And don't forget to retrieve magazines that still have bullets remaining in them.

(3)

THE BOSS
The actual procedure involves unequipping your gun, and then equipping it once again. That will load the gun with a new magazine.

THE BOSS
I recommend pressing the Weapon Window Button quickly to carry out a quick reload.

Backpack

(1)

THE BOSS
To place a weapon on your person, go to the Survival Viewer, then "BACKPACK," then select "WEAPON."

THE BOSS
A list of weapons will be shown in a window in the upper left.

THE BOSS
Select the weapon you wish to put on your person with the left analog stick and press the Enter Button to remove the weapon from your backpack and equip it to your person.

THE BOSS
However, you can only carry so many weapons at once on your person. Put unnecessary weapons back into your backpack.

-->(2) or (3)

(2)

THE BOSS
On the same screen, move the left analog stick while pressing the Weapon Window Button to move the icon for weapons that are already on your person.

THE BOSS
Line up the weapon icon with the lower right and press the Enter Button to put that weapon into your backpack.

(3)

THE BOSS
Select a weapon on your person from the weapon list and press the Enter Button to put that weapon into your backpack.

(4)

THE BOSS
Your situation determines what weapons are most useful. Consider this when choosing which weapons to put on your person. Okay, Snake?

The map

THE BOSS
Select "MAP" in the Survival Viewer to view a map of the area you're currently in.

THE BOSS
It shows your present location and the places you've been to. In addition, if you acquire information from enemies, the map may also display enemy unit positions and the location of items.

THE BOSS
To get information from an enemy, grab him from behind using CQC and press the left analog stick.

THE BOSS
To succeed in any mission, knowing how to put information about the zone of operation to effective use will be essential. "MAP" will serve you well.

Aiming a gun

(1)

THE BOSS
When you aim your handgun in First Person View, align the front sight and the rear sight of the gun with the target, then fire.

(2)
*Every difficulty besides Very Easy

SNAKE
No laser sight?

THE BOSS
What?

SNAKE
A laser sight. I heard the military was developing them but...

THE BOSS
You want a laser sight?

SNAKE
...

THE BOSS
A well-trained soldier has no use for a laser sight. No training-wheels on this mission Snake.

SNAKE
disheartened ...

(3)

THE BOSS
For the assault rifle and certain other weapons, pressing the Weapon Button will first ready the gun for shooting from the hip.

THE BOSS
If you're in a close-quarters fight or other situation that requires immediate action, fire from that position. Observe where your shots are hitting, and correct your aim accordingly.

SNAKE
I understand, but that doesn't sound too accurate.

THE BOSS
Of course not. So when you require pinpoint targeting, like when firing from afar or sniping, hold the Aim Button to aim.

THE BOSS
Carefully align your front and rear sights to concentrate fire and gain a sharper view on your target.

Aiming a gun (2)

THE BOSS
If you rapid-fire the assault rifle, the recoil of the gun will cause your shots to stray from their intended targets.

THE BOSS
Firing from a crouched position or while lying on your stomach will stabilize the recoil, and keep your hits more consistent.

Hanging from branches

THE BOSS
Even while hanging, you can fire your handgun with one arm. And if you are attacked during a hanging maneuver, don't panic and claim the advantage.

Stalking

(1)

THE BOSS
Stalking is a movement technique that eliminates even the sound of your footsteps.

(2)

THE BOSS
Stalking involves putting your weight on your rear foot, then stepping forward slowly with your front foot.

THE BOSS
Before putting down the front foot, use the tip of your foot to check for dangerous objects or branches that might create a noise when stepped upon.

THE BOSS
Once you've determined the spot is safe to step on, slowly lower your foot to the ground, placing it down from the outside edge first, and then slowly lowering your weight onto the foot.

THE BOSS
Throughout the entire process, you have to strain your calves to retain balance.

SNAKE
... (This sounds difficult.)

(3)

THE BOSS
But all you need to do is press the directional button in the direction you wish to move.

THE BOSS
When stalking, you can move without creating sound with your footsteps.

THE BOSS
And, since your posture is low while stalking, you are that much less likely to be spotted by the enemy.

THE BOSS
Since you move cautiously while stalking, you will be able to detect a trap on the ground before it is set off.

THE BOSS
However, the slow, concentrated movement while stalking consumes high amounts of stamina.

THE BOSS
Switch between walking and running with the left analog stick, and stalking with the directional buttons depending on the situation.

•Miscellaneous

One-man infiltration

(1)

THE BOSS
This is a solo sneaking mission. There's no one out there to support you.

THE BOSS
You'll need to be more than just a soldier. You'll have to be a medic, a pilot, and even a cook.

(2)

SNAKE
You don't need to remind me.

THE BOSS
I'm glad to hear that.

SNAKE
Glad to hear what?

THE BOSS
That you haven't changed a bit.

SNAKE
?

THE BOSS
The truth is, you're nervous, aren't you?

SNAKE
I'm not nervous.

THE BOSS
There's no need to be embarrassed. No one's ever attempted a mission like this before. In fact, you might say that getting nervous is the natural way to react.

SNAKE
...

THE BOSS
Relax. That's why you have the Survival Viewer.

(3)

THE BOSS
The Survival Viewer contains everything you'll need to stay alive in the field.

THE BOSS
Use "CAMOUFLAGE" to change your camouflage, "BACKPACK" to select a weapon, "FOOD" to eat, and "CURE" to heal yourself.

THE BOSS
The "MAP" option lets you view the map.

THE BOSS
And the "OPTIONS" function lets you change the settings to suit your individual style.

THE BOSS
The Survival Viewer is going to be your best friend in this mission, so learn to make the most of it.

How to hide from the enemy

THE BOSS
Treetops, bushes, hollow logs... there are plenty of places in nature you can use to hide yourself.

THE BOSS
Search each area carefully in First Person View. Use nature to its fullest extent. You'll thank me later.

On-site procurement

THE BOSS
Equipment captured in the field often needs to be fixed or have its parts replaced before it can be used.

THE BOSS
But you won't need to worry about that in this mission.

SNAKE
Why's that?

THE BOSS
Because your adversaries are highly trained professionals. They'll no doubt have made sure their reserve gear is in working condition.

SNAKE
So in other words, I can use the stuff I pick up right away?

THE BOSS
Right. One more thing - when you pick up a new item, don't forget to read its description in the window.

Tape

THE BOSS
In the jungle, it's absolutely crucial to keep your position secret from the enemy.

THE BOSS
Sometimes even the smallest sound can be enough to give your position away and get you killed.

THE BOSS
You'll have to make sure your weapons and equipment don't make noise bumping around.

THE BOSS
Use tape to secure metal objects and other items that seem likely to produce noise.

THE BOSS
After you've secured your gear, jump up and down to see whether it makes a sound.

SNAKE
Don't worry. I remember the drill.

The will to live

(1)

THE BOSS
There is one weapon greater than any other in battle - do you know what that is?

SNAKE
Yeah. (The Boss taught him this before.)

THE BOSS
What?

SNAKE
protests a little Do we have to go through this again?

THE BOSS
Yes.

SNAKE
... Will. An unflinching will to survive no matter what.

THE BOSS
Exactly.

(2)

THE BOSS
The will to carry out your mission and return home alive will see you through even the most desperate of situations. It's the most potent weapon in your arsenal.

THE BOSS
Don't forget that. No matter what.

How to capture animals

(1)

THE BOSS
In order to capture an animal, you first need to know its habits.

THE BOSS
Their paths, their food, how fast they move, the times when they're active...

THE BOSS
If you don't have a grasp of these things, you won't be able to catch them.

THE BOSS
When you're hunting, first observe the animal you want to capture. If you do that, you'll surely be able to form a successful strategy.

(2)
*If player hasn't contacted Para-Medic yet

THE BOSS
Para-Medic has information on the flora and fauna available in the mission area. Ask her if you have any questions about the plants and animals you find.

(3)

THE BOSS
Para-Medic's frequency is 145.73.

The five senses

(1)

THE BOSS
If you want to survive in the jungle, you're going to need to hone all of your senses.

THE BOSS
An unnatural movement in the undergrowth, a tiny shadow peeking out through the trees in the distance - always keep an eye out for any signs of the enemy's presence.

THE BOSS
Your sense of hearing is equally important. Visibility is poor in the jungle, so you've got to learn to pick up the enemy's presence from the sounds you hear around you.

THE BOSS
Always be listening for that one snap of a twig among the chirping of the birds and the babbling of the brooks.

(2)

THE BOSS
Your sense of smell is also important. Body odor, sweat, gunpowder, food... these faint smells wafting in the wind will tell you where the enemy...

SNAKE
Uh, no.

THE BOSS
No?

SNAKE
I can't smell.

THE BOSS
You... what now?

SNAKE
I can't smell.

THE BOSS
Not at all?

SNAKE
Nope.

THE BOSS
Not even a little bit?

SNAKE
Not a thing.

THE BOSS
Oh... well, then, you'll just have to trust in your instincts as a gamer.

The advantage of working alone

THE BOSS
Tell me, what's the advantage of a solo sneaking mission?

SNAKE
It's easier to go in undetected than with a group.

THE BOSS
Exactly. And therein lies the entire reasoning behind this Virtuous Mission.

THE BOSS
This mission into Soviet territory is a violation of international law. If this gets out to the public, we'll be faced with an international crisis even greater than the one four years ago.

SNAKE
Four years ago... the U2 crash.

THE BOSS
Failure is not an option.

SNAKE
Not a problem. I'll get Sokolov out without them ever knowing I was here.

When you spot the enemy, don't lose your cool

THE BOSS
When you see an enemy, the first thing to do is conceal yourself and watch what he's doing.

THE BOSS
If you make any sudden moves, your Camo Index will decrease and there's a good chance the enemy will catch sight of you.

THE BOSS
And don't start to panic just because an enemy is acting like he knows you're there.

THE BOSS
It doesn't necessarily mean he's figured out exactly where you are.

THE BOSS
As long as you hide someplace like the bushes and stay perfectly still, you'll usually come out all right.

THE BOSS
Stay calm, keep a grip on the situation, and use clear judgment. Got it?

Recon is key

THE BOSS
Your ultimate objective in this mission is to find Sokolov and get him to safety, not to slaughter the enemy.

SNAKE
So basically I should avoid getting into battles, right? You don't have to tell me.

THE BOSS
To avoid battles, it will be essential to scout out the enemy's numbers and positions. That's what you binoculars are for.

The enemy's AKs

(1)

THE BOSS
You said the enemy is equipped with AK-47s, didn't you?

THE BOSS
The AK-47 is the official assault rifle of the Soviet army. It's employed not only by the Soviets, but throughout the entire Eastern bloc.

THE BOSS
It uses 7.62mm x 39 ammunitions, with a magazine capacity of 30 rounds.

THE BOSS
The AK is reliable, precise, powerful, and easy to handle - in short, one of the best assault rifles there is.

(2)

THE BOSS
Don't even think about getting into a one-man firefight against an enemy unit equipped with AKs. Avoid battle as much as possible. Are we clear?

The enemy's grenades

THE BOSS
You mentioned the enemy was also carrying grenades, correct?

THE BOSS
Those grenades are RGD-5s, the standard blast-fragmentation grenade of the Soviet army.

THE BOSS
You can protect yourself from a large part of the blast and shrapnel from a grenade by lying flat on the ground.

THE BOSS
If someone throws a grenade at you and you sense that you can't get away in time, get into a crawl position. It should reduce the damage to a minimum.

Retreat isn't an option

THE BOSS
If confronted with multiple enemies during a standard operating procedure, you'd retreat and call for backup. But that's not an option in this mission.

THE BOSS
If you encounter multiple enemies, either find a way to go around them... or, if it looks like you'll have to eliminate them, lure them over one at a time and take them out that way.

Use the element of surprise

THE BOSS
Your objective in this mission isn't to get into fights. But if you're faced with a situation where you have no choice but to get rid of an enemy, attack him from behind.

THE BOSS
If you use stalking to sneak up behind an enemy and take him out in one strike, the other enemies probably won't even notice.

THE BOSS
If it doesn't look like you'll be able to sneak up from behind, wait for him to come toward you.

THE BOSS
Either figure out the enemy's patrol route and get there before he does, or make a sound or throw something to get his attention.

THE BOSS
And if he does spot you, don't hesitate. Take him out before he has a chance to alert his comrades to your presence. Got it?

Attack patrols from the rear

THE BOSS
Enemies pose a greater threat when they patrol in squads.

THE BOSS
The members of a squad are constantly watching out for each other, making it difficult to take them out without being noticed.

THE BOSS
If you absolutely have to attack a squad, use CQC or a gun equipped with a suppressor and start with the last one in line, then work your way up.

If player has been spotted a lot

THE BOSS
What the hell have you been doing these past five years, anyway?

SNAKE
What's with you all of a sudden?

THE BOSS
It's like you've forgotten everything I taught you.

SNAKE
That's not true.

THE BOSS
Then why do you keep getting spotted?

SNAKE
...

THE BOSS
You keep getting spotted because your camouflage isn't effective enough and because you're not being careful enough.

THE BOSS
Pay attention to your Camouflage Index, watch how the enemy moves, and proceed one step at a time. Is that clear?

SNAKE
...

THE BOSS
Is that clear!?

SNAKE
Okay...

Paranormal phenomenon

*After the abandoned factory, contact with The Boss is lost, but the player can still get through if they try to call her

SNAKE
finally gets through Boss!?

The player can hear The Sorrow muttering "Sad... So sad..." intermittently.

The call abruptly ends.

SNAKE
???

•Controls Explanations

Stamina

PARA-MEDIC

The gauge below your Life Gauge is your Stamina Gauge.

PARA-MEDIC

It shows, as the name suggests, your remaining stamina.

(3)

PARA-MEDIC

As you consume stamina, your natural LIFE regeneration is slowed, and your hands shake more. Your O2 Gauge and Grip Gauge also become shorter.

PARA-MEDIC

Excessively low stamina can often impede your mission objectives.

PARA-MEDIC

Make sure you replenish stamina before that occurs.

(4)

PARA-MEDIC

Eat food to recover stamina.

PARA-MEDIC

Capture plants and animals to get food.

PARA-MEDIC

I have information on the local plants and animals, so don't hesitate to ask.

(5)

PARA-MEDIC

My frequency is 145.73.

How to eat food

PARA-MEDIC

To eat food, press the Menu Button to enter the Survival Viewer, then select "FOOD."

PARA-MEDIC

Select the food you want to eat, and press the Enter Button.

PARA-MEDIC

Select "EAT" and you will eat the selected food.

(3)

PARA-MEDIC
When you eat, you will recover your stamina, but the extent of recovery depends on what you eat.

PARA-MEDIC
When your stamina is down only slightly, you should save your tastier morsels for later.

PARA-MEDIC
But don't leave food for too long, or it'll rot. This is where a little planning ahead goes a long way.

How food goes bad

(1)

PARA-MEDIC
Any food you catch will gradually spoil over time, even if you store it in your backpack.

(2)

PARA-MEDIC
Some types of food spoil faster than others.

PARA-MEDIC
Animal and fish meat goes bad relatively fast, but plants and mushrooms generally last a little longer.

PARA-MEDIC
Animals won't go bad if you capture them alive, though.

PARA-MEDIC
You can tell whether food has gone bad or not by looking closely at the icon on the "FOOD" screen in the Survival Viewer.

PARA-MEDIC
So be sure to check the icon before you eat the food.

(3)

PARA-MEDIC
If you eat spoiled food, you'll get sick and end up with a stomach ache.

PARA-MEDIC
It'll get better eventually if you leave it alone, but that means you throw up and lose a lot of stamina.

PARA-MEDIC
If you get a stomach ache, go to "CURE" in the Survival Viewer and take some digestive medicine.

(4)

PARA-MEDIC
Digestive medicine and antidotes aren't the only ways to cure stomach aches and food poisoning. You can also induce vomiting.

PARA-MEDIC
Go into the Survival Viewer and press the Viewer Button to enter Viewer Mode.

PARA-MEDIC
Then rotate the right analog stick to spin your body around and eventually you'll start feeling queasy.

PARA-MEDIC
When you get dizzy enough, exit the Survival Viewer and you'll throw up. That should get rid of any stomach ache and food poisoning you have. Give it a try.

Capturing food alive and dead flesh

PARA-MEDIC
You can capture animals alive by using the tranquilizer gun or a mousetrap.

PARA-MEDIC
When you capture a live animal, you can carry it on you as a weapon by going to "BACKPACK" in the Survival Viewer.

PARA-MEDIC
Once an animal is on your person, equip it and press the Weapon button to throw it.

PARA-MEDIC
Throwing a venomous animal at an enemy might be enough to knock him out.

PARA-MEDIC
Even non-venomous animals like frogs can be used to distract the enemy's attention.

PARA-MEDIC
And since I know you're going to ask me, yes, keeping animals alive prevents them from rotting and makes them taste better when you eat them.

PARA-MEDIC
Remember, though, you've only got three cages for capturing live animals.

Save breaks

PARA-MEDIC
To take a rest, all you have to do is save and exit the game.

PARA-MEDIC
The next time you load your save data and continue the game, your stamina and LIFE will have recovered.

PARA-MEDIC
How much they recover depends on how long of a rest you take.

SNAKE
So the longer I rest, the more I'll recover?

PARA-MEDIC
That's right.

PARA-MEDIC
If you're so exhausted that you don't even have the strength to find food, save the game and take a rest and you'll be back on your feet.

SNAKE
I hope that never happens.

PARA-MEDIC
So do I. But you never know. Just don't forget okay?

SNAKE
I won't.

Cure items

PARA-MEDIC
Treating serious wounds will require you to use additional medical items besides your knife and cigar.

PARA-MEDIC
That's why it's always a good idea to carry as many medical items with you as possible.

PARA-MEDIC
If you start to run out of medical items, find some more as soon as you can.

PARA-MEDIC
The enemy should be carrying medical supplies as well. You can get them by holding up enemy soldiers and shaking down their bodies.

LIFE recovery

PARA-MEDIC
When you get hurt, your body will heal itself naturally over time.

PARA-MEDIC
However, the speed at which your LIFE recovers depends on how much stamina you have at the time.

PARA-MEDIC
The more stamina you have, the faster you'll recover. So if you want your wounds to heal quickly, you should eat something and replenish your stamina first.

LIFE recovery (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC
tense Snake, your LIFE will naturally recover even if you're wounded.

PARA-MEDIC
But how fast it recovers depends on how much stamina you have. If your stamina is low, your LIFE will recover more slowly.

PARA-MEDIC
If you want your wounds to heal, you should eat something first and replenish your stamina.

(2)

PARA-MEDIC
You can make your LIFE recover faster by staying in a crouching or lying position.

PARA-MEDIC
If you get injured, find someplace where you're safe from enemy attacks and let your LIFE recover! OK?

How to treat serious injuries

PARA-MEDIC
When you have a serious injury, like a gunshot wound or a burn, your maximum LIFE will decrease.

PARA-MEDIC
So if you're seriously hurt, go into the Survival Viewer immediately and use "CURE" to treat it.

General advice on serious injuries (1)

PARA-MEDIC

Snake, be careful when you approach the enemy.

PARA-MEDIC

The closer you are to them, the more accurate their shots will be, and the more damage their weapons will do.

PARA-MEDIC

That means you've got a greater chance of getting seriously wounded.

PARA-MEDIC

Daring frontal assaults are not a good idea.

PARA-MEDIC

But if you do get seriously injured, go into the Survival Viewer and treat it immediately.

General advice on serious injuries (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC

Snake, you run a higher risk of getting seriously injured if you're hit by an attack at close range. If you're engaging in proximity combat, use caution!

PARA-MEDIC

If you get seriously injured, go into the Survival Viewer and treat it right away!

Stamina advice (1)

PARA-MEDIC

Snake, keep an eye on your stamina gauge.

PARA-MEDIC

When you run low on stamina, you won't be able to fight at full strength. You'll recover less LIFE and your aim won't be as steady.

PARA-MEDIC

Don't let that happen to you. Use the "FOOD" option in the Survival Viewer to eat some food and replenish your stamina.

•Snakes

Reticulated python

(1) *Before capturing

PARA-MEDIC
That area is home to the Reticulated Python.

(2) *After capturing

PARA-MEDIC
I see you caught yourself a Reticulated Python.

(3)

PARA-MEDIC
The Reticulated Python is said to be the longest snake in the world. The biggest ones can grow up to 10 meters in length.

PARA-MEDIC
Although they're not poisonous, they're still very dangerous, so be careful around them.

PARA-MEDIC
They have a highly ferocious temperament, and they can swallow whole even large animals like deer and pigs.

PARA-MEDIC
Their most distinguishing feature is the mesh pattern of their scales. This pattern acts as a highly effective natural camouflage.

PARA-MEDIC
If you think there might be a Reticulated Python about, pay close attention to your surroundings. Otherwise you could get bitten before you even know it's there.

(4)

PARA-MEDIC
It's a huge snake, but you should be able to capture it alive by using the tranquilizer gun. I'll bet if you capture one and throw it at an enemy, it'll give him a good scare.

(5) *Before eating

SNAKE
Right. But - how do they taste?

PARA-MEDIC
Huh?

SNAKE
Do they taste good?

PARA-MEDIC
You're actually going to eat one? (I knew it)

SNAKE
Why else would I be asking?

PARA-MEDIC
whispers Cannibal.

SNAKE
What was that?

PARA-MEDIC
Nothing. Let's see what the guide says... Ah, you're in luck. It says they taste pretty good.

SNAKE
Good. I can hardly wait.

PARA-MEDIC
...

(6) *After eating

PARA-MEDIC
You've eaten one, haven't you?

SNAKE
Yeah. It wasn't half bad.

PARA-MEDIC
whispers Cannibal.

SNAKE
What was that?

PARA-MEDIC
Nothing. Talk to you later.

(7)

PARA-MEDIC
The reticulated python is said to be the longest snake in the world. It's not venomous, but it still poses a threat, so watch out.

Giant anaconda

(1) *Before capturing

PARA-MEDIC

Snake, that area is inhabited by the Giant Anaconda.

(2) *After capturing

PARA-MEDIC

I see you've captured a Giant Anaconda.

(3)

PARA-MEDIC

The Giant Anaconda is believed to be the largest snake in the world in terms of weight and diameter.

PARA-MEDIC

It's not poisonous, but its large size makes it extremely powerful. They say it even eats crocodiles. Its only natural predator is man.

SNAKE

And snake.

PARA-MEDIC

... And snake.

(4)

PARA-MEDIC

The Giant Anaconda is a very large snake, but you should be able to capture it alive using the tranquilizer gun.

(5) *Before eating

SNAKE

Got it. So how does it taste?

PARA-MEDIC

I knew you were going to ask me that.

SNAKE

Glad I didn't disappoint you. So?

PARA-MEDIC

Well, the guide says it tastes all right...

SNAKE

Good. I'll have to try some.

PARA-MEDIC

...

(6) *After eating

PARA-MEDIC
The taste is... oh, you've already eaten one.

SNAKE
Yeah. It was delicious.

PARA-MEDIC
stunned ...

SNAKE
No, really. It tastes like chicken, with a surprisingly light flavor. Maybe a little bit stringier than chicken, but all in all, I'd say... (Was about to say that too was delicious before he got interrupted.)

PARA-MEDIC
Uh, Snake...

SNAKE
What?

PARA-MEDIC
I don't really care. (She doesn't want to hear about snake meat.)

SNAKE
Oh, OK.

PARA-MEDIC
Yeah. Talk to you later.

(7)

PARA-MEDIC
The Giant Anaconda is said to be the largest snake in the world in terms of weight and thickness.

PARA-MEDIC
It's not venomous, but its huge size makes it dangerous. Be careful.

Thai cobra

(1) *Before capturing

PARA-MEDIC
That area is home to the Thai cobra.

(2) *After capturing

PARA-MEDIC
I see you've caught a Thai cobra.

(3)

PARA-MEDIC
The Thai cobra is a large venomous snake that carries an extremely potent neurotoxin. Be careful not to get bitten.

(4)

PARA-MEDIC

If you do get bitten, go into the Survival Viewer right away and use "CURE" to give yourself a serum injection.

(5)

PARA-MEDIC

The Thai cobra originally comes from Indochina, Thailand, and southern China.

PARA-MEDIC

The ones in that area were probably imported as pets and research subjects before they escaped and turned feral.

SNAKE

Not as food?

PARA-MEDIC

Come again?

SNAKE

They weren't imported as food?

PARA-MEDIC

They're NOT for eating.

(6) *After eating

SNAKE

Why not? They taste pretty good.

PARA-MEDIC

...

(7) *Before eating

SNAKE

disappointed So they don't taste good then.

PARA-MEDIC

That's not my point. It's not a matter of whether they taste good or not. People don't raise snakes for food, period.

SNAKE

OK... so, you're saying they might be good to eat, right?

PARA-MEDIC

... Only one way to find out.

Taiwanese cobra

(1) *Before capturing

PARA-MEDIC
That area is inhabited by the Taiwanese cobra.

(2) *After capturing

PARA-MEDIC
I see you caught yourself a Taiwanese cobra.

(3)

PARA-MEDIC
The Taiwanese cobra is native to Taiwan and southern China. It's quite vicious, and carries a potent neurotoxin in its fangs. Be careful.

(4)

PARA-MEDIC
If it bites you, go into the Survival Viewer immediately and use the "CURE" option to inject yourself with serum.

(5) *Before eating

SNAKE
Sounds interesting...

PARA-MEDIC
Don't ask me.

SNAKE
Huh?

PARA-MEDIC
The guide doesn't say. If you absolutely have to know, then you'll just have to try it yourself and see.

SNAKE
I didn't say anything.

PARA-MEDIC
But you were going to ask, weren't you? About the taste?

SNAKE
... Maybe.

PARA-MEDIC
I'll talk to you later, Snake.

Green tree python

(1) *Before capturing

PARA-MEDIC

Snake, that area is inhabited by the green tree python.

(2) *After capturing

PARA-MEDIC

I see you caught yourself a green tree python.

(3)

PARA-MEDIC

The green tree python isn't venomous, so no need to worry. It's fairly docile, too, so I don't think it's likely to attack you.

(4)

PARA-MEDIC

The green tree python originally comes from Australia and New Zealand. It's a really pretty green color, and it lives... Oh my God...

SNAKE

What's wrong?

PARA-MEDIC

Snake, what did I just say?

SNAKE

They come from Australia and New Zealand?

PARA-MEDIC

No, after that.

SNAKE

They're a really pretty green color.

PARA-MEDIC

I thought so. What was I thinking? Seeing a snake and calling it "pretty"...

SNAKE

What's wrong with that?

PARA-MEDIC

Everything! When a normal woman sees a snake, she's supposed to scream or get sick or something like that.

SNAKE

hushed voice And you think you're normal?

PARA-MEDIC

What was that!?

SNAKE
Nothing.

PARA-MEDIC
Ooh, it's all your fault!!

(5) *Before eating

SNAKE
Geez, I'm sorry. But enough of that...

PARA-MEDIC
What do you mean, enough of that? This is serious!

SNAKE
No, I... I just wanted you to tell me how it tastes.

PARA-MEDIC
How should I know!?

SNAKE
...

PARA-MEDIC
whispers ... It was awfully pretty, though...

Coral snake

(1) *Before capturing

PARA-MEDIC
Snake, be careful, that area is inhabited by coral snakes.

(2) *After capturing

PARA-MEDIC
Wow, you caught a coral snake?

(3)

PARA-MEDIC
The coral snake is a venomous snake that originally hails from the Americas. Its venom is a very potent neurotoxin, so don't let it bite you.

(4)

PARA-MEDIC
If you do get bitten, go into the Survival Viewer right away and use "CURE" to neutralize the poison with a serum injection.

(5)

PARA-MEDIC
The colorful red and black patterns on the coral snake are a warning sign.

PARA-MEDIC
Apparently, the bright, flashy colors and pattern let other animals know that it carries a deadly poison. That keeps them from attacking.

PARA-MEDIC
There are many animals that mimic the colors of known poisonous animals as a defense.

PARA-MEDIC
See, by mimicking other poisonous creatures, they increase their chances of survival.

PARA-MEDIC
There is another non-poisonous snake called the milk snake that borrows its coloring from the coral snake.

SNAKE
completely uninterested Uh huh...

PARA-MEDIC
You're not even listening, are you?

SNAKE
No.

PARA-MEDIC
sigh of resignation ...

(6) *Before eating

PARA-MEDIC
OK, we'll talk about something you are interested in, then.

SNAKE
The taste!?

PARA-MEDIC
Yes.

PARA-MEDIC
It says here... that coral snakes are pretty good, in a snaky kind of way.

SNAKE
A snaky kind of way, huh...

Milk snake

(1) *Before capturing

PARA-MEDIC

That area is inhabited by the milk snake.

(2) *After capturing

PARA-MEDIC

I see you've caught a cor... I mean, a milk snake.

(3)

PARA-MEDIC

The milk snake closely resembles the coral snake, but it's actually not venomous.

PARA-MEDIC

Even so, you'll still take damage if it bites you, so don't get too close.

(4)

SNAKE

Hmm. So is there a way to tell the difference between a milk snake and a coral snake?

PARA-MEDIC

It's pretty difficult. They really do look almost exactly alike.

PARA-MEDIC

I guess if I had to pick something, I'd say it's that the milk snake is much less aggressive.

SNAKE

OK...

PARA-MEDIC

Ah, I just thought of a better way. You're going to love this.

SNAKE

What?

PARA-MEDIC

Eat it.

SNAKE

Eat it?

PARA-MEDIC

Yeah. The guide says milk snakes don't taste very good.

(5) *Before eating

SNAKE
Is that right...?

(6) *After eating

SNAKE
Yeah, I know.

(7)

SNAKE
But if I've already caught and eaten it, what does it matter which kind of snake it was?

PARA-MEDIC
... It doesn't, does it? Shoot, I thought I had a good idea...

SNAKE
...

King cobra

(1) *Before capturing

PARA-MEDIC
Snake, king cobras are making their home in the area you're in now.

(2) *After capturing

PARA-MEDIC
I see you've caught a king cobra.

(3)

PARA-MEDIC
The king cobra is the world's largest venomous snake. Its large size means that it has a lot of venom to inject. One bite is supposedly enough to kill an elephant.

PARA-MEDIC
And it's extremely vicious as well, so watch out.

(4)

PARA-MEDIC
If you get bitten by a king cobra and injected with venom, your LIFE will start to decrease rapidly.

PARA-MEDIC
As soon as you're bitten, go into the Survival Viewer and use "CURE" to give yourself a serum injection.

(5)

PARA-MEDIC
The king cobra's diet consists mostly of other snakes. Be careful or you might end up as its next meal.

(6)

SNAKE
Got it. So...?

PARA-MEDIC
What -- How does it taste?

SNAKE
Yep.

PARA-MEDIC
stunned It seems you're the one whose diet consists of other snakes.

SNAKE
You're making me blush.

PARA-MEDIC
... The guide says they taste just fine.

SNAKE
happy Mmm.

PARA-MEDIC
...

Tsuchinoko

(1) *Before capturing

PARA-MEDIC
Snake, there's supposed to be a tsuchinoko in that area.

(2)

SNAKE
Tsuchinoko?

PARA-MEDIC
You've never heard of it? It's a mysterious snake that's found all over Japan.

SNAKE
If it lives all over Japan, then why is it so mysterious?

PARA-MEDIC
Many people have seen them, but no one's ever caught one.

(3)

PARA-MEDIC
If you do manage to catch one, it'll be a major historic discovery. I think you should look for it!

(4)

SNAKE
If I have time. So what kind of snake is this "tsuchinoko"?

PARA-MEDIC
The body is about as thick as a beer bottle, and the tail tapers off to a point.

PARA-MEDIC
It doesn't slither around like other snakes, but rather goes in a straight line like an inchworm. Sometimes it even jumps several yards at a time.

PARA-MEDIC
It's got sinister looking eyes, and it can even blink and move its eyes around.

PARA-MEDIC
It's also been known to snore, cry, and stand up straight on its tail.

SNAKE
And this is an actual snake?

PARA-MEDIC
Of course.

SNAKE
Uh huh. Then how come you seem to know so much about them? Is it in that guide of yours?

PARA-MEDIC
No.

SNAKE
Then maybe you saw it in a movie, like "Curse of the 50-Foot Tsuchinoko" or something.

PARA-MEDIC
There's no such movie. I heard about it from Sigint.

SNAKE
Sigint?

PARA-MEDIC
He's an expert on UMAs.

SNAKE
UMAs?

PARA-MEDIC
Unidentified Mysterious Animals, dummy.

SNAKE
Oh, excuse my ignorance... Why does he know so much about them?

PARA-MEDIC
Probably because he likes them. At the CIA, he was the vice president of an unofficial group called the "UMA Watcher Club."

SNAKE
The UMA Watcher Club?

PARA-MEDIC
Yeah. Just the other day he was working on the newsletter at his desk.

SNAKE
At the office? How does he get away with that...?

PARA-MEDIC
Well, the Major is the chairman of the club.

SNAKE
... (What a bunch of weirdos.)

(5) *After capturing

PARA-MEDIC
Snake, you caught a tsuchinoko!

ZERO
What!?

SIGINT
Is it true, Snake!?

SNAKE
Yeah...

SIGINT
Way to go, my man! You really are The Boss' apprentice!

ZERO
Yes. It looks like sending you in was worth it after all!

ZERO
Hurry up and finish your mission and then bring it back to us. Under no circumstances are you to eat it. Is that clear?

SNAKE
... (You're all crazy.)

•Birds

Magpie

(1) *Before capturing

PARA-MEDIC

Snake, that area is inhabited by Magpies.

(2) *After capturing

PARA-MEDIC

I see you've captured a Magpie.

(3)

PARA-MEDIC

Magpies are members of the crow family. They're distinguishable by their beautiful dark blue and white bodies and their long tails.

PARA-MEDIC

Their favorite food is insects, but they'll also eat small fish, acorns, and fruit. They're omnivores, which means...

SNAKE

They'll eat anything.

PARA-MEDIC

Right. Just like you, huh.

(4)

PARA-MEDIC

If you use the tranquilizer gun, you should be able to capture Magpies alive.

(5) *Before eating

SNAKE

Okay. So, how do they taste?

PARA-MEDIC

You always ask me that.

SNAKE

Naturally. So?

PARA-MEDIC

... I've never heard of anybody actually eating a Magpie, but I suppose there's no reason you couldn't.

SNAKE

happy You don't say.

PARA-MEDIC

...

(6) *After eating

PARA-MEDIC
They taste... well, you should know, since you've already eaten one.

SNAKE
It didn't taste all that great.

PARA-MEDIC
Oh, what a shame.

SNAKE
Yeah, no kidding.

PARA-MEDIC
Um, Snake...

SNAKE
What?

PARA-MEDIC
I was being sarcastic.

SNAKE
Oh, really? I didn't notice.

PARA-MEDIC
...

(7)

PARA-MEDIC
Magpies are dark blue and white birds with long tails that belong to the crow family. You should be able to capture them alive using the tranquilizer gun.

Red Avadavat

(1) *Before capturing

PARA-MEDIC
That area is home to a small bird called the Red Avadavat.

(2) *After capturing

PARA-MEDIC
I see you've caught yourself a Red Avadavat.

(3)

PARA-MEDIC
The Red Avadavat is a small bird native to Southern China and Southeast Asia.

PARA-MEDIC
This is its mating season, so the males ought to be a brilliant red color right now.

(4)

PARA-MEDIC

If you want to catch one alive, use the tranquilizer gun. By catching one and then releasing it, you might be able to distract the enemy's attention.

(5) *Before eating

SNAKE

I see. How do they taste?

PARA-MEDIC

surprised Er... what?

SNAKE

The flavor.

PARA-MEDIC

You... you're not going to eat such a cute little bird, are you?

SNAKE

Yeah. (It'd be stupid not to.)

PARA-MEDIC

...

SNAKE

Something bothering you?

PARA-MEDIC

No.

SNAKE

OK, then. So? How about it?

PARA-MEDIC

How should I know?

(6) *After eating

PARA-MEDIC

And they taste... you've eaten one already, haven't you?

SNAKE

disappointed Yep. But it didn't taste very good.

PARA-MEDIC

sarcastic Oh, that's good.

SNAKE
What's so good about it? It tasted terrible.

PARA-MEDIC
whispers No sense of irony whatsoever.

SNAKE
What's that?

PARA-MEDIC
Nothing. Talk to you later.

Sunda Whistling-Thrush

(1) *Before capturing

PARA-MEDIC
That area is home to the Sunda Whistling-Thrush.

(2) *After capturing

PARA-MEDIC
I see you've caught yourself a Sunda Whistling-Thrush.

(3)

PARA-MEDIC
The Sunda Whistling-Thrush is a bird native to Java and Sumatra.

PARA-MEDIC
It's distinguished by its large blue body and long beak. It really stands out in the forest.

(4)

PARA-MEDIC
If you're aiming to catch one alive, use the tranquilizer gun.

(5) *Before eating

SNAKE
Got it. So?

PARA-MEDIC
How does it taste?

SNAKE
Yeah.

PARA-MEDIC
I dunno.

SNAKE
You don't know?

PARA-MEDIC
The guide doesn't say. I guess there's no reason you couldn't eat them.

SNAKE
disappointed Oh, I see...

PARA-MEDIC
sarcastic But it's nice and plump, so I'm sure it'd make a hearty meal.

SNAKE
happy That's a good point!

PARA-MEDIC
...

(6) *After eating

PARA-MEDIC
It tastes... oh, you've already eaten one.

SNAKE
Yeah. I wouldn't call it a delicacy, but it certainly was filling.

PARA-MEDIC
...

Parrot

(1) *Before capturing

SNAKE
Para-Medic, I saw a parrot just a minute ago...

(2) *After capturing

SNAKE
Para-Medic, I caught a parrot...

(3) *Before eating

PARA-MEDIC
What kind of parrot?

SNAKE
It's green all over, with a large beak.

PARA-MEDIC
Then it's probably an Alexandrine Parakeet. It's sometimes also called the Alexandrine parrot.

PARA-MEDIC
The Alexandrine Parakeet originally comes from Indochina, and is distinguished by its green body and red beak. It's very talkative and makes a good pet.

PARA-MEDIC
But it's strange. The guide doesn't say anything about there being Alexandrine Parakeets in that area.

PARA-MEDIC
I'm thinking it must be someone's pet that got away. (It's The End's pet.)

SNAKE
Hmm...

PARA-MEDIC
SNAKE!!

SNAKE
What?

PARA-MEDIC
Don't EVEN think about it! Eating a cute little bird like that...

SNAKE
But I didn't say (anything)...

PARA-MEDIC
Just don't!

SNAKE
...

White-rumped vulture

(1) *Before capturing

PARA-MEDIC
There should be white-rumped vultures living in that area.

(2) *After capturing

PARA-MEDIC
I see you've captured a white-rumped vulture.

(3)

PARA-MEDIC
The white-rumped vulture is a type of vulture found in India. Its diet consists mostly of dead animal carcasses.

PARA-MEDIC
I don't think it'll attack you, but it's a fairly large bird of prey, so you probably won't be able to capture it alive using the tranquilizer gun.

(4)

SNAKE
Got it.

PARA-MEDIC
But there is something here that's bothering me...

SNAKE
What is it?

PARA-MEDIC
They say the white-rumped vulture doesn't just eat animal carcasses. It eats human ones as well.

SNAKE
Is that so?

PARA-MEDIC
Yeah.

PARA-MEDIC
So, then, if a person eats a white-rumped vulture, does that mean he's eating human meat, too?

SNAKE
... (That's an unsettling question.)

PARA-MEDIC
What do you think?

(5) *Before eating

SNAKE
Stop it already. You're going to make me lose my appetite.

(6) *After eating

SNAKE
You had to tell me that after I ate one.

•Frogs

Tree frog

(1) *Before capturing

PARA-MEDIC
Snake, that area should be inhabited by Tree Frogs.

(2) *After capturing

PARA-MEDIC
I see you've caught a Tree Frog.

(3)

PARA-MEDIC
The Tree Frog is a green frog that's found throughout Asia.

PARA-MEDIC
It's arboreal, spending most of its time in shrubs and bushes.

(4)

PARA-MEDIC
Use the tranquilizer gun to catch one alive. I bet you could scare an enemy good if you toss one at him.

(5)

PARA-MEDIC
But the tree frogs that live in that jungle are a lot bigger than ordinary tree frogs.

SNAKE
They've got an appetite, huh? (It looks delicious.)

PARA-MEDIC
You've got a one-track mind, don't you?

PARA-MEDIC
But seriously, that is one theory. However, there are people who think it's a mutation caused by nuclear testing and waste from the research facility.

(6) *Before eating

SNAKE
Do you think they're safe to eat?

(7) *After eating

SNAKE
Yeah, I ate one. But it didn't taste that great.

(8)

PARA-MEDIC
Is that all you ever think about? (She figured he'd take the conversation in that direction.)

SNAKE
What else is there? (What else is there to say about a giant frog?)

PARA-MEDIC
Lots.

SNAKE
Like what?

PARA-MEDIC
Like why a frog would get so big in the first place.

PARA-MEDIC
Whether it's a temporary phenomenon created by a unique environment, or a permanent mark of evolution, or a product of the toxic waste coming out of the research facility.

PARA-MEDIC
If it is the waste that's causing it, then it means humans are interfering with the ecosystem. It really makes you think about the changing relationship between... (She was about to say "between man and nature" before he interrupted.)

SNAKE
This isn't interesting.

PARA-MEDIC
Oh fine, be that way...

(9) *Before eating

SNAKE
So? How about it?

PARA-MEDIC
You mean is it edible?

SNAKE
Yeah.

PARA-MEDIC
Hmm. I guess it's probably OK...

SNAKE
Probably?

PARA-MEDIC
I don't know. The guide doesn't say anything.

SNAKE
Pretty useless guide if you ask me.

PARA-MEDIC
Well, try one for dinner and you can help improve it.

Otton frog

(1) *Before capturing

PARA-MEDIC
Snake, that's the home to the Otton frog.

(2) *After capturing

PARA-MEDIC
I see you caught an Otton frog.

(3)

PARA-MEDIC
The Otton frog is a large, corpulent species of frog. They're known as a delicacy, so it might be worth catching them for food.

(4)

PARA-MEDIC
The Otton frog was originally found only on Amami Oshima in Japan.

PARA-MEDIC
Frogs usually have four toes on their front legs, but the Otton frog is unique in that it has five.

(5) *Before eating

SNAKE
Got it. By the way, you said they were known as a delicacy, right?

PARA-MEDIC
Right.

SNAKE
So that means they must taste pretty good, huh?

PARA-MEDIC
I guess so.

(6) *After eating

SNAKE
I tried one, and it was pretty tasty. I can see why it's a delicacy.

PARA-MEDIC
Glad to hear it.

(7)

PARA-MEDIC
I hear that in Japan, Otton frog sashimi and sukiyaki are popular dishes.

SNAKE
Really?

PARA-MEDIC
Yeah. (She really thinks this.)

SNAKE
Japan, huh... that place is starting to sound better and better (He believes her.)

Poison dart frog

(1) *Before capturing

PARA-MEDIC
Snake, that area is inhabited by the poison dart frog.

(2) *After capturing

PARA-MEDIC
I see you've captured a poison dart frog.

(3)

PARA-MEDIC
The poison dart frog is native to the tropical rain forests of Central and South America.

PARA-MEDIC
They normally grow between two and five centimeters in length, but for some reason the ones in that area seem to be much bigger than that.

PARA-MEDIC
Poison dart frogs are known to carry a potent neurotoxin called pumiliotoxin.

PARA-MEDIC
Long ago, people used the poison to coat their arrows for hunting. Watch out because if you eat one, you'll get food poisoning.

(4) *After eating

SNAKE
... Yeah, I know.

PARA-MEDIC
How?

SNAKE
You really want to hear?

PARA-MEDIC
Realizes he's saying this because he's already eaten one Never mind, I got it.

•Fish

Bigeye trevally

(1) *Before capturing

PARA-MEDIC
Snake, that area is home to the bigeye trevally.

(2) *After capturing

PARA-MEDIC
I see you caught yourself a bigeye trevally.

(3)

PARA-MEDIC
The bigeye trevally is a type of mackerel. The adult fish lives around coral reefs, but the young can be found in fresh water areas such as estuaries and rivers.

(4) *Before eating

SNAKE
Good to know. So, how do they taste?

PARA-MEDIC
Hmm, the guidebook doesn't say.

SNAKE
Huh... well, if they're a kind of mackerel, they should be okay to eat, right?

PARA-MEDIC
You'd think so, but...

SNAKE
But what?

PARA-MEDIC
Well, I've heard stories about people getting ciguatera poisoning after eating the adult fish.

SNAKE
Ciguatera poisoning?

PARA-MEDIC
Uh huh. Fishes that live near coral reefs are sometimes contaminated with a poison known as ciguatera toxin.

PARA-MEDIC
It apparently gives you food poisoning when you eat it.

SNAKE
So I can't eat those bigeye trevally?

PARA-MEDIC
I don't know whether those trevally are contaminated with ciguatera or not, but use caution just in case. (They aren't actually poisonous.)

Maroon shark

(1) *Before capturing

PARA-MEDIC
Snake, it says here you can catch maroon sharks in that area.

(2) *After capturing

PARA-MEDIC
I see you've caught yourself a maroon shark.

(3)

PARA-MEDIC
The maroon shark is found mostly in Southeast Asia. But it's not actually a shark - it's related to the carp.

PARA-MEDIC
It's also known as the red finned cigar shark, the river barb, and the sultan fish.

(4) *Before eating

SNAKE
Interesting. So, how does it taste?

PARA-MEDIC
According to the guide... it's good. But it's kind of oily and has a lot of little bones.

SNAKE
Fine with me. I never worry about the little things.

PARA-MEDIC
So I gathered.

(5) *After eating

PARA-MEDIC

The taste is,.. well, you've already eaten one, right?

SNAKE

Yeah. It was pretty good.

PARA-MEDIC

That's all?

SNAKE

Yeah.

PARA-MEDIC

You didn't mind all the little bones or how oily it was?

SNAKE

Not really.

PARA-MEDIC

...

Arowana

(1) *Before capturing

PARA-MEDIC

Snake, that river is inhabited by arowanas.

(2) *After capturing

PARA-MEDIC

I see you've caught yourself an arowana.

(3)

PARA-MEDIC

The arowana is an ancient fish that lives in tropical freshwater areas. Because of its large size, I don't think you'll be able to capture one alive.

(4)

PARA-MEDIC

Ancient fish like the arowana are living fossils. They've hardly changed their forms since the Devonian and Jurassic periods.

PARA-MEDIC

Other ancient fish besides the arowana include the coelacanth, the starlet, and the knifefish.

PARA-MEDIC

Almost all organisms on earth have evolved in various shapes and forms, but these fish have kept the same form for hundreds of millions of years. Baffling, isn't it?

SNAKE

uninterested Sure.

PARA-MEDIC

Well, I can see you're not interested.

(5) *Before eating

SNAKE

Not at all. I'm fascinated by ancient fish.

PARA-MEDIC

Why?

SNAKE

They're supposed to be huge, aren't they?

PARA-MEDIC

You're wondering whether they'd make a good meal.

SNAKE

Yeah. So? Do they?

PARA-MEDIC

The guide says they taste just fine for a fish.

SNAKE

Great!

(6) *After eating

SNAKE

Not at all. I love ancient fish.

PARA-MEDIC

Why?

SNAKE

They taste pretty good.

PARA-MEDIC

...

•Miscellaneous Animals

Indian gavial

(1) *Before capturing

PARA-MEDIC

That area is inhabited by Indian Gavials.

(2) *After capturing

PARA-MEDIC

I see you've captured an Indian Gavial.

(3)

PARA-MEDIC

The Indian Gavial is a large crocodile native to India and Nepal. It's extremely aggressive, so watch out.

PARA-MEDIC

It's got a tough hide, so you'll have a hard time catching one. Capturing them alive is probably out of the question.

Hornets' nest

(1) *Before acquiring

PARA-MEDIC

Snake, you will encounter Baltic Hornets' nests in that area.

(2) *After acquiring

PARA-MEDIC

I see you've got yourself a Baltic Hornets' nest.

(3)

PARA-MEDIC

Baltic Hornets are a variety of hornets that inhabit that area. The difference between them and other hornets is that they produce honey in their nests.

PARA-MEDIC

Inside the nest are larva, pupa, and adults - you can eat them all.

PARA-MEDIC

In particular, the honey you find inside the nest is delicious and full of nutrients. It's easy to digest and helps pep you up when you're feeling tired. In short, it's the perfect survival food.

PARA-MEDIC

Honey can also be used as a burn ointment. When honey is applied to a burn, it creates a protective coating over the skin.

PARA-MEDIC
When you knock down a hornets' nest, a burn ointment will appear along with it, so don't forget to pick it up.

PARA-MEDIC
Of course, the hornets aren't going to give up their nest without a fight. If you knock a nest down, a large swarm of hornets will come flying out, so be careful.

Rat

(1) *Before capturing

PARA-MEDIC
Snake, there are rats living in that area.

(2) *After capturing

PARA-MEDIC
I see you caught yourself a rat.

(3)

PARA-MEDIC
The rats in that area are the descendants of wild Norway rats that were domesticated by humans as pets and lab animals.

PARA-MEDIC
They're not poisonous, and I don't think they'll attack you. But they're quick little creatures, so you might have a hard time catching one.

(4) *Before eating

SNAKE
Uh huh. So, how do they taste?

PARA-MEDIC
Snake...

SNAKE
What?

PARA-MEDIC
They're rats. (You're really going to eat that?)

SNAKE
I know what they are. Do they taste OK?

PARA-MEDIC
stunned ... The guide says they're not that bad.

SNAKE
Good enough for me.

PARA-MEDIC
...

Markhor

(1) *Before capturing

PARA-MEDIC
Snake, that area is inhabited by markhors.

(2) *After capturing

PARA-MEDIC
I see you caught a markhor.

(3)

PARA-MEDIC
The markhor is a kind of wild goat that lives in mountainous areas.

PARA-MEDIC
It's quite large, so I don't think you'll be able to capture one alive, even with the tranquilizer gun.

(4)

SNAKE
All right.

PARA-MEDIC
Speaking of which, do you know the origin of the name "markhor"?

SNAKE
No.

PARA-MEDIC
It means "snake eater" in Persian.

SNAKE
"Snake Eater"...

PARA-MEDIC
Lost your appetite?

SNAKE
Not at all.

(5) *Before eating

SNAKE
So, how does it taste?

PARA-MEDIC
stunned It's supposed to be pretty good.

SNAKE
happy All right!

(6) *After eating

SNAKE
It tasted pretty good. I think I'll have it again sometime.

PARA-MEDIC
...

Japanese flying squirrel

(1) *Before capturing

PARA-MEDIC
Snake, that area is inhabited by the Japanese flying squirrel.

(2) *After capturing

PARA-MEDIC
I see you caught yourself a Japanese flying squirrel.

(3)

PARA-MEDIC
Japanese flying squirrels are non-venomous, and they shouldn't attack you.

(4)

PARA-MEDIC
The head, front legs, hind legs, and tail of the Japanese flying squirrel are connected by a membrane of skin, which allows the squirrel to glide from tree to tree.

PARA-MEDIC
It says here that if it catches a good wind, it can fly more than 100 yards.

(5) *Before capturing, before eating

SNAKE
Sounds like it's going to be tough to catch one.

(6) *After capturing, before eating

SNAKE
Yeah. I had a hard time catching one.

(7) *Before eating
PARA-MEDIC
So aren't you going to ask me...

SNAKE
You know it. How does it taste?

PARA-MEDIC
Not sure.

SNAKE
Not sure?

PARA-MEDIC
The guide doesn't say anything about it.

SNAKE
Why not?

PARA-MEDIC
Gee, maybe it's because no one would ever think of eating a flying squirrel.

SNAKE
happy Then I must be the first one.

PARA-MEDIC
stunned Maybe you are.

(8) *After eating
SNAKE
For all the trouble it took to catch one, it wasn't that good.

PARA-MEDIC
hushed voice If only you were so enthusiastic about the mission...

SNAKE
What was that?

PARA-MEDIC
I didn't say anything. So long, Snake.

European rabbit

(1) *Before capturing
PARA-MEDIC
Snake, that area is inhabited by European rabbits.

(2) *After capturing
PARA-MEDIC
I see you've caught a European rabbit.

(3)

PARA-MEDIC
The European rabbit is said to have come from the Mediterranean region originally. But nowadays they're found all over the world.

PARA-MEDIC
They've been used since ancient times as a source of food, so it might be worth catching them.

(4)

PARA-MEDIC
Rabbits are known to eat their own excrement.

SNAKE
They eat their own...?

PARA-MEDIC
That's right. It's called caecal feces. When the rabbit eats fiber, the fiber is fermented in the rabbit's appendix, or caecum, and turned into a nutritious substance full of vitamins.

PARA-MEDIC
The rabbit excretes this substance and then eats it again to absorb the nutrients.

SNAKE
That's a neat trick. I think I'll give it a try.

PARA-MEDIC
Snake! Rabbits and humans don't work the... (Same!)

SNAKE
I'm just kidding. You really thought I was going to eat it?

PARA-MEDIC
... A little, yeah.

SNAKE
Even I wouldn't do that.

PARA-MEDIC
I guess not.

SNAKE
But how do those caecel feces taste?

PARA-MEDIC
What!?

SNAKE
Just kidding. (He actually wasn't.)

PARA-MEDIC
...

(5)

PARA-MEDIC
It seems the rabbits in that area have some kind of natural resistance to poison inherent in their system. If you capture one, you should be able to get some serum out of it. Try to capture a few.

Kenyan mangrove crab

(1) *Before capturing

PARA-MEDIC
Snake, that area is home to the Kenyan mangrove crabs.

(2) *After capturing

PARA-MEDIC
I see you've caught yourself a Kenyan mangrove crab.

(3)

PARA-MEDIC
The Kenyan mangrove crab is a land-going crab. It lives in burrows dug near seashores and mangrove swamps.

PARA-MEDIC
It's not poisonous, but it might hurt a little if it attacks you with its pincers. Treat it with caution.

(4) *Before eating

SNAKE
Got it. So this thing must taste pretty good, huh?

PARA-MEDIC
Why do you say "must"?

SNAKE
It's a crab, isn't it?

PARA-MEDIC
It is.

SNAKE
And crabs are good to eat.

PARA-MEDIC
What's so good about them?

SNAKE
a little surprised You don't like crab?

PARA-MEDIC
Not at all.

SNAKE
Why not?

PARA-MEDIC
Why? How can you eat those things? They've all purple and yellow striped, and they stink like cat pee... (Doesn't realize she clearly isn't describing a crab.)

SNAKE
...? (I'm pretty sure that isn't a crab you're describing?)

PARA-MEDIC
But that's just my opinion, don't listen to me. (Her mind is made up.)

PARA-MEDIC
Let's see here. The guide says... no way. It says they're delicious.

PARA-MEDIC
Well, if you want to eat one, then you go right ahead. But count me out.

SNAKE
...

Vampire bat

(1) *Before capturing

PARA-MEDIC
Snake, be careful. That cave is inhabited by vampire bats.

(2) *After capturing

PARA-MEDIC
I see you've caught a vampire bat.

(3)

PARA-MEDIC
The vampire bat bites its victims and sucks their blood.

(4)

SNAKE
Got it.

PARA-MEDIC
Speaking of bats...

SNAKE
Just save it.

PARA-MEDIC
Huh?

SNAKE
I know you're just going to talk about vampire movies. "Attack of the Vampire Doughnuts" or "Dracula Versus the Space Hippos" or something like that... (No such movies exist.)

PARA-MEDIC
Actually, I was going to say that bats are known to use supersonic waves to sense their surroundings.

SNAKE
Oh.

(5)

PARA-MEDIC
Bats use supersonic waves to sense their surroundings. So you might be able to keep them away by blasting them with a special kind of sound wave.

(6)

PARA-MEDIC
Alternatively, you could try equipping a torch and waving it around with the CQC Button.

(7) *Before eating

PARA-MEDIC
As for taste... I suppose there's no reason you couldn't eat them.

(8)

SNAKE
Hmm...

PARA-MEDIC
out of the blue Snake, do you hate vampire movies?

SNAKE
What?

PARA-MEDIC
Just now you sounded like you really hated them.

SNAKE
I did?

PARA-MEDIC
Yeah.

SNAKE
Oh. Well, no one really likes them, do they?

PARA-MEDIC
Some people do.

SNAKE
Like you?

PARA-MEDIC
Yeah. They're fascinating, you know? Like the movie "Dra..."

SNAKE
Don't say it.

PARA-MEDIC
Why not?

SNAKE
Just don't.

PARA-MEDIC
Are you afraid?

SNAKE
What?

PARA-MEDIC
You're afraid of vampires, aren't you?

SNAKE
Don't be ridiculous.

PARA-MEDIC
But...

SNAKE
Listen, there are no such things as vampires. They're just a stupid made-up legend. Even if they do seem real sometimes.

PARA-MEDIC
Well, sure.

SNAKE
You think I'd be afraid of something like that?

PARA-MEDIC
No.

SNAKE
Exactly!

PARA-MEDIC
Right.

SNAKE
I'm not afraid of vampires.

PARA-MEDIC
Uh huh.

SNAKE
... It's just that whenever somebody starts talking about vampires, I end up dreaming about them that night. And I don't need that right now. That's all.

PARA-MEDIC
...OK...??? (She was going to say "Kinda sounds like you ARE scared of them" but decided not to. This conversation alludes to the following: If the player saves their game later on in the cell, Para-Medic will talk about a vampire movie. If the player exits the game and loads back into that save file, they'll briefly get to play an entirely different game.)

Cobalt blue tarantula

(1) *Before capturing

PARA-MEDIC
Snake, be careful. That area is supposed to be inhabited by cobalt blue tarantulas.

(2) *After capturing

PARA-MEDIC
I see you've caught a cobalt blue tarantula.

(3)

PARA-MEDIC
The cobalt blue tarantula is a poisonous spider with a highly potent venom.

PARA-MEDIC
If you get bitten, go into the Survival Viewer immediately and use "CURE" to administer a serum injection.

*(4) and subsequent dialogue occurs if player has listened to "Post-save conversation (7)"

(4)

PARA-MEDIC
There are many different varieties of tarantulas. The cobalt blue is part of a group called earth tigers.

PARA-MEDIC
They build their nests mainly underground and are highly aggressive. Their diet consists of not only insects, but also mice and even snakes.

(5) *Before eating

SNAKE
Interesting. So how do they taste?

PARA-MEDIC
Are you really going to eat them?

SNAKE
Naturally... So?

PARA-MEDIC
It says here they're not very good.

SNAKE
disappointed Damn...

PARA-MEDIC
Don't act so surprised. Isn't it obvious?

SNAKE
Why would it be obvious?

PARA-MEDIC
It's a spider, for goodness' sake. A big one, but still a spider, and there's not much to it.

SNAKE
Yeah. (I guess.)

PARA-MEDIC
If only it were as big as the one in "Earth Versus the Spider."

SNAKE
The what?

PARA-MEDIC
"Earth Versus the Spider." It's a movie about this gigantic spider. When it's small it's about 15 feet wide, but when it's big, it's about 35 feet wide.

SNAKE
What do you mean, when it it's small and when it's big?

PARA-MEDIC
like it's common knowledge The size changes from scene to scene. It happens all the time. (This does happen often in Z movies.)

SNAKE
...

Emperor scorpion

(1) *Before capturing
PARA-MEDIC
Snake, watch out. That area is home to the emperor scorpion.

(2) *After capturing
PARA-MEDIC
I see you've caught yourself an emperor scorpion.

(3)
PARA-MEDIC
The emperor scorpion is said to be the largest scorpion in the world. Its venom is a potent neurotoxin, so take care that you don't get stung.

PARA-MEDIC
If you do get stung, go into the Survival Viewer and use "CURE" to inject yourself with serum right away.

(4) *Before eating
SNAKE
OK. So how's it taste?

PARA-MEDIC
Not very good, I'm afraid.

SNAKE
Oh...

PARA-MEDIC
Don't get so discouraged. There are other ways to use it besides eating it, right?

SNAKE
Like what?

PARA-MEDIC
Like catching one alive with the tranquilizer gun and throwing it at the enemy.

SNAKE
Oh, yeah.

PARA-MEDIC
Sometimes I wonder if you even remember that you are on a mission.

SNAKE
...

•Mushrooms

Ural luminescent

(1) *Before acquiring

PARA-MEDIC

Snake, the Ural luminescent mushroom grows in that area.

(2) *After acquiring

PARA-MEDIC

I see you've found some Ural luminescent mushrooms.

(3)

PARA-MEDIC

The Ural luminescent mushroom is a mushroom found only in Tselinoyarsk. It looks like a shiitake mushroom, and it's often found growing on the trunks of trees.

(4)

SNAKE

If it looks like a shiitake mushroom, then it must be edible, right?

PARA-MEDIC

Yep. I can't guarantee that it'll taste like a shiitake mushroom, though,

(5) *After eating

PARA-MEDIC

And it tastes like...

SNAKE

It was poisonous.

PARA-MEDIC

What?

5.73

SNAKE

It was a poison mushroom.

PARA-MEDIC

Are you sure?

SNAKE

What do you mean, am I sure?

PARA-MEDIC

Er, I mean, of course it's poisonous. Says so right there in the guide. (Her materials said it was edible, but she pretends otherwise.)

SNAKE

suspicious ...

(6)
*If player eats it after hearing from Para-Medic that it's edible, only it turns out it's poisonous

SNAKE
By the way, Para-Medic...

PARA-MEDIC
What?

SNAKE
I tried that Ural luminescent mushroom you
were talking about.

PARA-MEDIC
So, how did it taste?

SNAKE
It was poisonous.

PARA-MEDIC
What?

SNAKE
It was a poison mushroom.

PARA-MEDIC
Really?

SNAKE
Yeah.

PARA-MEDIC
That's weird... The guide says it's...

SNAKE
Are you sure that guide is reliable?

PARA-MEDIC
Don't worry, it's fine. It just happened to
be wrong this one time...

SNAKE
disbelieving ...

Russian Oyster Mushroom

(1) *Before acquiring
PARA-MEDIC
You should be able to find Russian Oyster
Mushrooms in that area.

(2) *After acquiring
PARA-MEDIC
I see you've found some Russian Oyster
Mushrooms.

(3)

PARA-MEDIC
The Russian Oyster Mushroom is an edible variety that belongs to the Shimeji family.

PARA-MEDIC
It's known to be particularly rich in vitamin B1 and Niacin.

PARA-MEDIC
Apparently, it's usually found growing on tree stumps and hollow logs. So look there if you want to eat some.

(4) *After eating

SNAKE
I tried some, but they weren't all that good.

PARA-MEDIC
Really? I think they're great. You just lightly sauté them in butter with some potatoes, add a little salt and pepper, and... (Trying to express how delicious they are.)

SNAKE
How am I supposed to sauté them out here?

PARA-MEDIC
You're not. I'm just saying...

SNAKE
...

Russian glowcap

(1) *Before capturing

PARA-MEDIC
Snake, there's a mushroom called the Russian glowcap growing in that area.

(2) *After capturing

PARA-MEDIC
I see you've found some Russian glowcaps.

(3)

PARA-MEDIC
The Russian glowcap is a kind of luminescent fungus - a mushroom that glows in the dark.

(4)

SNAKE

Why would a mushroom glow in the dark?

PARA-MEDIC

It's bioluminescent, just like a firefly. It uses the so called luciferin-luciferase reaction.

PARA-MEDIC

To put it simply, luciferin reacts with luciferase in the presence of magnesium two plus ions, breaking it down into oxyluciferin and carbon dioxide.

PARA-MEDIC

The carbonyl groups in the oxyluciferin are initially in an electrically excited state. When they return to their base state, they give off light.

PARA-MEDIC

Did you get all that?

SNAKE

Not really.

PARA-MEDIC

Oh. (She won't lose sleep over him not getting this.)

(5) *Before eating

SNAKE

By the way, does that mushroom recharge your batteries when you eat it?

PARA-MEDIC

Huh?

SNAKE

I mean, it seems like if you ate a glowing mushroom, it might recharge your batteries or something.

PARA-MEDIC

Snake, your batteries are organic batteries. They produce electricity by utilizing the potential difference between cells.

PARA-MEDIC

Organic batteries are known for their highly efficient energy conversion, but they still rely on chemical reactions between proteins and enzymes to...

SNAKE
So you're saying they'll get recharged?

PARA-MEDIC
gives up Believe what you want.

SNAKE
Great!

(6) *After eating

SNAKE
I ate one, and it recharged my batteries!

PARA-MEDIC
Huh!?

SNAKE
I thought a mushroom that glows that bright was bound to charge up my batteries if I ate it. And I was right.

PARA-MEDIC
Y... you're serious...??

SNAKE
What's wrong?

PARA-MEDIC
N... nothing...

-->(8)

(7) *If player eats it after hearing (5)

SNAKE
Para-Medic.

PARA-MEDIC
What's up?

SNAKE
You were right.

PARA-MEDIC
About what?

SNAKE
I ate a Russian glowcap and it charged up my batteries.

PARA-MEDIC
Huh?

SNAKE
What's wrong?

PARA-MEDIC
I, uh... that's... that's great!

(8)

PARA-MEDIC
Um, Snake, can you excuse me for a second?

SNAKE
Sure.

PARA-MEDIC
<away from radio> Did you just hear that?

SIGINT
<away from radio> Yeah. There's no way eating a bioluminescent mushroom would cause your batteries to recharge.

PARA-MEDIC
<away from radio> What do you think it means?

SIGINT
<away from radio> Beats me... Maybe it's all in his mind.

PARA-MEDIC
<away from radio> You mean like a placebo effect?

SIGINT
<away from radio> Why not? You've seen how gullible he is.

PARA-MEDIC
<away from radio> I guess there's no harm done. Should we let him keep believing it?

SIGINT
<away from radio> Sounds good to me.

PARA-MEDIC
OK, Snake, I'm back.

(9)

PARA-MEDIC
Yes, the Russian glowcap is a glowing mushroom, so it'll recharge your batteries when you eat it.

(10)

SNAKE
??? (He didn't hear their conversation, so he's perplexed by their sudden change in attitude.)

Fly agaric

(1) *Before acquiring

PARA-MEDIC
Snake, there should be fly agaric mushrooms growing in that area.

(2) *After acquiring

PARA-MEDIC
I see you've found some fly agaric mushrooms.

(3)

PARA-MEDIC
The fly agaric is a relative of the deathcap mushroom that grows only in that region.

PARA-MEDIC
You'll find it growing on the ground, but it's poisonous, so if you pick one up, don't eat it.

PARA-MEDIC
If you do eat one, go into the Survival Viewer immediately and use "CURE" to take some antidote.

(4)

PARA-MEDIC
The poisons found in the fly agaric include fallotoxins and amatoxins.

PARA-MEDIC
It says here that when you eat it, the initial symptoms include nausea, stomach pain, and diarrhea. Finally, your liver and kidneys will break down into a sponge-like substance and you die.

SNAKE
Sounds like a horrible way to die.

PARA-MEDIC
Isn't it?

SNAKE
Yeah. So how does it taste?

PARA-MEDIC
Huh?

SNAKE
How does it...

PARA-MEDIC
Were you listening to me? The fly agaric is poisonous...

SNAKE
I heard you. But if I did eat it, it might taste good right?

PARA-MEDIC
gives up ... I give up.

Siberian ink cap

(1) *Before acquiring

PARA-MEDIC
You should be able to find Siberian Ink Cap mushrooms growing in that area.

(2) *After acquiring

PARA-MEDIC
I see you've found some Siberian Ink Cap mushrooms.

(3)

PARA-MEDIC
The Siberian Ink Cap is a mushroom from the ink cap family.

PARA-MEDIC
Its life cycle is transitory. As soon as the spores mature, the cap starts to turn black, liquefy, and melt away.

SNAKE
And that's why they call it an ink cap?

PARA-MEDIC
That's right. It doesn't really turn to liquid, but you get the idea.

PARA-MEDIC
In its immature state - before it melts away - it's valued as a source of food.

(4) *After eating

SNAKE
I ate some, but they weren't that good.

PARA-MEDIC
Really...

(5)

PARA-MEDIC
Just be sure not to eat them while you're drinking alcohol.

SNAKE
Why's that?

PARA-MEDIC
Ink Caps contain coprin, which inhibits the function of aldehyde dehydrogenase.

PARA-MEDIC
This prevents the body from breaking down alcohol, causing a buildup of acetaldehyde.

SNAKE
... Meaning? (He doesn't understand.)

PARA-MEDIC
Meaning it will give you the hangover from hell.

SNAKE
Oh.

(6)
*After meeting Granin, but before learning of his death

SNAKE
I'd better go warn Granin.

PARA-MEDIC
Huh?

SNAKE
Nothing important.

(7)

SNAKE
Wait a minute...

PARA-MEDIC
What?

SNAKE
You think I'd drink alcohol in the middle of a mission?

PARA-MEDIC
Wouldn't you?

SNAKE
Hell no.

PARA-MEDIC
Well, I'm knocking a shot back now.

SNAKE
What!?

PARA-MEDIC
Just teasing you.

SNAKE
...

PARA-MEDIC
Oh, come on, where's your sense of humor?

SNAKE
... I need a drink...

(8)

PARA-MEDIC
The Siberian inkcap is a mushroom in the inkcap family.

PARA-MEDIC
It's known to be edible, so keep an eye out for it.

Spatsa

(1) *Before acquiring

PARA-MEDIC
There's a mushroom called the spatsa growing in that area.

(2) *After acquiring

PARA-MEDIC
I see you've found a spatsa.

(3)

SNAKE
Spa...?

PARA-MEDIC
Spatsa.

SNAKE
Spatsa?

PARA-MEDIC
Right.

SNAKE
Interesting name.

PARA-MEDIC
Mmm.

PARA-MEDIC
...

PARA-MEDIC
...

SNAKE
So, Para-Medic.

PARA-MEDIC
What?

SNAKE
What kind of mushroom is a spatsa?

PARA-MEDIC
Uh...

PARA-MEDIC
You really want to know?

SNAKE
I guess so.

PARA-MEDIC
OK... let's see, the spatsa...

SNAKE
Yeah.

PARA-MEDIC
It's gray...

SNAKE
Hmm.

PARA-MEDIC
And it grows on the ground...

SNAKE
Yeah... and?

PARA-MEDIC
That's all.

SNAKE
That's all?

PARA-MEDIC
That's all the guide says.

(4)

PARA-MEDIC
OK, so I don't know that much about it. Why don't you eat one and see? It might be pretty tasty.

(5) *Before eating

SNAKE
Eat one and see? What do I look like, a lab rat?

PARA-MEDIC
Shhh!

SNAKE
What? What'd I say?

PARA-MEDIC
What if the rats hear you? You'll hurt their feelings.

SNAKE
...

(6) *After eating

SNAKE
I already tried one.

PARA-MEDIC
Really? How was it?

SNAKE
I passed out.

PARA-MEDIC
It was that good?

SNAKE
No, I mean I fell asleep.

PARA-MEDIC
You were that tired?

SNAKE
NO, I mean the mushroom put me to sleep.

PARA-MEDIC
I know. I was just teasing you a little.

SNAKE
...

-->(9)

(7) *If player eats it after hearing (5)

SNAKE
Para-Medic...

PARA-MEDIC
Yeah?

SNAKE
I ate one of those spatsa mushrooms you were talking about.

PARA-MEDIC
Really? How did it taste?

SNAKE
I passed out.

PARA-MEDIC
Seriously?

SNAKE
Yeah.

PARA-MEDIC
whispers So THAT'S why they call it "the bringer of sleep"...

SNAKE
What!?

PARA-MEDIC
Oh. I looked the word "spatsa" up afterwards and found out it means "bringer of sleep" in Russian.

SNAKE
... (You coulda told me.)

(8)

PARA-MEDIC
But anyway, the reason the spatsa puts you to sleep when you eat it is because it contains a type of anesthetic substance similar to an alkaloid.

-->(10) or (11)

(9)

PARA-MEDIC
The spatsa appears to contain a type of vegetative alkaloid with anesthetic properties.

(10)
*If player doesn't have knockout handkerchief

PARA-MEDIC

Maybe if you soak a handkerchief or something in it, you could use it to put the enemy to sleep.

(11)
*If player has knockout handkerchief

PARA-MEDIC

I'll bet if you pick one, you could soak it into a handkerchief to create a sleeping drug.

(12)

PARA-MEDIC

Eating a spatsa and falling asleep might cause your LIFE and stamina to recover as well. Why don't you find a safe spot and try it out?

Baikal Scaly tooth

(1) *Before acquiring

PARA-MEDIC

There should be a mushroom called the Baikal Scaly Tooth growing in that area.

(2) *After acquiring

PARA-MEDIC

I see you've found a Baikal Scaly Tooth.

(3)

PARA-MEDIC

The Baikal Scaly Tooth mushroom is used as an antidote to poison. It usually grows on the trunks of trees, so look for it there.

(4) *Before eating

SNAKE

How does it taste?

PARA-MEDIC

I think you're going to be disappointed.

SNAKE

Damn...

PARA-MEDIC

Oh, quit your whining. You know what they say - good medicine tastes bitter.

•Fruit

Golova

(1) *Before acquiring

PARA-MEDIC

Snake, there's a fruit called the Golova growing in that area.

(2) *After acquiring

PARA-MEDIC

Looks like you've found a Golova.

(3)

SNAKE

Golova?

PARA-MEDIC

Yeah. It's a fruit that's found only in that region. It's related to the jackfruit, which is commonly found in Southeast Asia.

SNAKE

Jack... fruit, huh...

PARA-MEDIC

quietly Yep, he's a cannibal.

SNAKE

Huh?

PARA-MEDIC

I didn't say anything.

SNAKE

No, I'm sure you (did)...

PARA-MEDIC

I said I'm sure you'd like it.

SNAKE

Oh.

PARA-MEDIC

Golova means "head" in Russian. It's probably called that because the fruit grows to about the size of a human head.

PARA-MEDIC

It's supposedly pretty good to eat, with a uniquely sweet flavor. The fruit itself is fairly large, so you could make a meal out of it.

(4) *After eating

SNAKE

Yeah, I tried one. It was pretty good.

PARA-MEDIC
Naturally.

(5)

PARA-MEDIC
Golovas grow directly off the trunk of the tree. If you're running low on stamina, it might be a good idea to keep an eye out on the tree trunks.

Golova (2)

PARA-MEDIC
The golova is a variety of jackfruit found only in Tselinoyarsk.

PARA-MEDIC
It's big and tasty, so I think it'd be worth searching for.

Russian False Mango

(1) *Before acquiring

PARA-MEDIC
A fruit called the Russian False Mango grows in that area.

(2) *After acquiring

PARA-MEDIC
I see you've found a Russian False Mango.

(3)

PARA-MEDIC
The Russian False Mango is a mango-like fruit found only in Tselinoyarsk.

PARA-MEDIC
The egg-shaped fruit is sweet and tangy with a pleasing aroma; just like a mango.

(4) *After eating

SNAKE
Yeah. It was pretty tasty.

PARA-MEDIC
See?

(5)

PARA-MEDIC
Also, the seeds can be used to make a medicine that aids in digestion.

PARA-MEDIC
It might come in handy if you ever have an upset stomach.

Yabloko Moloko

(1) *Before acquiring

PARA-MEDIC

You'll find a fruit called the Yabloko Moloko growing in that area.

(2) *After acquiring

PARA-MEDIC

I see you've found a Yabloko Moloko.

(3)

SNAKE

Yablo... what now?

PARA-MEDIC

Yabloko Moloko. It's a Russian name that roughly translates as "milk apple."

PARA-MEDIC

It's a type of star apple. The juice is thick and sweet, like milk - hence the name.

PARA-MEDIC

And if you cut one in half lengthwise, you'll see a star-shaped ring radiating out from the center.

SNAKE

Hence the star apple?

PARA-MEDIC

Right. The star-shaped part has a gelatinous texture and is said to be especially tasty.

(4) *Before eating

SNAKE

Sounds useful.

PARA-MEDIC

You're welcome.

SNAKE

For once...

PARA-MEDIC

Did you say something?

SNAKE

No. Back to the mission.

(5) *After eating

SNAKE

I ate one... it didn't taste that great.

PARA-MEDIC

Are you sure? It's supposed to be delicious.

SNAKE
Nope, it tasted terrible.

PARA-MEDIC
Huh... that's strange.

SNAKE
Yeah. Looks like that guide of yours...

PARA-MEDIC
No, it's your sense of taste.

SNAKE
...

(6)

PARA-MEDIC
The yabloko moloko is a variety of starfruit.

PARA-MEDIC
It grows mainly on the branches of trees and is quite delicious.

Vine Melon

(1) *Before acquiring

PARA-MEDIC
Snake, there should be Vine Melons growing in that area.

(2) *After acquiring

PARA-MEDIC
I see you've found a Vine Melon.

(3)

PARA-MEDIC
The Vine Melon is a kind of melon commonly found in Tselinoyarsk.

PARA-MEDIC
Like the name says, it's a melon that grows on a vine. The flesh is crisp and delicious.

(4) *After eating

SNAKE
I tried one. It was all right.

PARA-MEDIC
That's good.

(5)

PARA-MEDIC
The Vine Melon is full of potassium and carotene, so it's good for you as well.

PARA-MEDIC
Next time you see a vine, why not check to see if there's a melon growing on it?

•Miscellaneous Food

Ration

(1) *Before acquiring

PARA-MEDIC

Snake, you should be able to find some rations in that area.

(2) *After acquiring

PARA-MEDIC

I see you've got yourself a ration.

(3)

PARA-MEDIC

Rations are portable meals carried by Soviet soldiers.

(4) *After eating

SNAKE

No they're not.

PARA-MEDIC

Huh?

SNAKE

They're "disgusting" portable meals carried by Soviet soldiers.

(5) *Before eating

SNAKE

I've heard some nasty stories about how they taste.

PARA-MEDIC

It looks like the rumors are true.

SNAKE

Great...

(6)

PARA-MEDIC

Hey, you should be grateful. Those things are designed to last.

PARA-MEDIC

No matter how long you keep a ration, it'll never go bad. And they're surprisingly good for you, too.

SNAKE

I'd take a snake over this any day, even if it is a little rotten...

PARA-MEDIC

stunned You are hopeless...

Instant noodles

PARA-MEDIC
You got some instant noodles, huh?

SNAKE
Instant noodles?

PARA-MEDIC
Uh huh. It was invented in Japan just recently. Add some hot water and it's ready to eat.

PARA-MEDIC
It's cheap and can be stored for a long time. And besides, it's delicious. It's like a miracle food.

SNAKE
Wow.

PARA-MEDIC
Speaking of which...

SNAKE
Yeah?

PARA-MEDIC
Are you going to eat that?

SNAKE
I was planning on it, yeah.

PARA-MEDIC
disappointed ... Oh, all right.

SNAKE
Is there some reason I shouldn't?

PARA-MEDIC
No, that's not what I meant.

SNAKE
Then what did you mean?

PARA-MEDIC
I was just going to say that if you weren't going to eat it, you should bring it back to me. I've always wanted to try some.

SNAKE
...

Calorie Mate

(1) *If player has one
PARA-MEDIC
I see you have a Calorie Mate.

SNAKE
Calorie Mate?

PARA-MEDIC
The thing you're holding now.

SNAKE
Oh, the little block that looks like a cookie?

(2) *After eating

SNAKE
It was pretty good.

PARA-MEDIC
Wasn't it?

SNAKE
Yeah, but what the hell was it?

PARA-MEDIC
What?

SNAKE
I've never seen anything like it, what...

PARA-MEDIC
Hold on... you just ate something without even knowing what it was?

SNAKE
Yeah, it looked good.

PARA-MEDIC
...

SNAKE
So, what was it?

(3) *Before eating

PARA-MEDIC
Try it. It's pretty good.

SNAKE
Okay.

SNAKE
But what is this thing? I've never seen anything like it.

(4)

PARA-MEDIC
Calorie Mate is an energy supplement that contains all the proteins, lipids, vitamins, carbohydrates and minerals needed for a balanced diet.

PARA-MEDIC
It is a well-balanced food. Because of that, it's just perfect for giving your body the nutrition it needs in combat.

SNAKE
It sounds like a space-age food.

PARA-MEDIC
Real astronaut food is not very good, but that should taste fine.

SNAKE
Yeah, and it will help balance out all this jungle food I'm eating.

PARA-MEDIC
It's easy and quick to eat, so it's perfect when you are running late for an important mission in the morning.

SNAKE
I've never been late for a mission.

PARA-MEDIC
Really? Aren't you always keeping people waiting? (Referring to how Snake always says "Kept you waiting, huh?" to the player.)

SNAKE
?

(5)

PARA-MEDIC
It's easy to keep track of your calorie intake and receive the nutrition your body needs, so it's good for losing weight too.

PARA-MEDIC
All of the geisha girls in Japan use it for watching their calories.

SNAKE
Is that why they're all so slim?

PARA-MEDIC
Right. And any diet where you eat nothing at all is bad for the body.

SNAKE
I see. You seem to know a lot about Japan don't you?

PARA-MEDIC
Yes, I love Japan.

•Medicinal Plants

Chinese plantain

(1)

PARA-MEDIC
There should be an herb called Chinese plantain growing in that area.

(2)

PARA-MEDIC
The Chinese plantain is an herb that resembles a plantain root.

PARA-MEDIC
The leaves and seeds contain large amounts of aucubin, choline, and tannin.

PARA-MEDIC
When you mash it up and apply it to a wound, it helps stop the flow of blood and eases the pain a bit.

PARA-MEDIC
The Chinese plantain becomes a styptic when you pick it up. If you see one, don't forget to take it with you.

Slav Horehound

(1)

PARA-MEDIC
Snake, I think there's a plant called Slav Horehound growing in that area.

(2)

PARA-MEDIC
Slav Horehound is an herb in the horehound family.

PARA-MEDIC
It contains large amounts of diterpene, flavonoids, and alkaloids, which give it strong germicidal properties.

PARA-MEDIC
If you find one, it should make a good disinfectant.

Ezo Comfrey

(1)

PARA-MEDIC
You should be able to find Ezo Comfrey in that area.

(2)

PARA-MEDIC
Ezo Comfrey is a plant in the Comfrey family that's found only in Tselinoyarsk.

PARA-MEDIC
If you find one, you can use it as a cast to treat broken bones.

(3)

SNAKE
How can a plant be turned into a splint?

PARA-MEDIC
The roots of the Ezo Comfrey are extremely sticky. You can use them as a kind of plaster cast to fasten the affected area in place.

SNAKE
I get it.

Amur Kudzu

(1)

PARA-MEDIC
There's an herb called the Amur Kudzu growing in that area.

(2)

PARA-MEDIC
Amur Kudzu is a member of the bean family and a close relative of the Kudzu weed. The roots contain a number of isoflavones such as daidzin, which give it strong fever-reducing properties.

PARA-MEDIC
It'll make a good cold medicine if you find some.

•Cure

Broken bone

(1)

PARA-MEDIC
I see you've got a bone fracture.

(2)

PARA-MEDIC
You'll suffer broken bones if you jump from too high a place or get hit with a severe blow.

PARA-MEDIC
When you have a fracture, your maximum LIFE goes down.

(3)

PARA-MEDIC
Fractures will heal little by little over time, but you can heal them right away by going into "CURE" in the Survival Viewer and following the necessary procedure.

PARA-MEDIC
To treat a bone fracture, first secure the affected area with a fastener and then wrap it in bandages. That should do it.

Broken bone (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC
Snake, you've got a broken bone!

(2)

PARA-MEDIC
Broken bones can be fully healed by fixing the affected area in place with a fastener and wrapping it in bandages. Do it quickly!

Poisoned

(1)

PARA-MEDIC
Snake, you're poisoned.

(2)

PARA-MEDIC
When you're bitten by a venomous animal such as a snake or a spider, or hit by a poisoned arrow, the poison will start to affect your body.

PARA-MEDIC
Your LIFE will decrease with each passing minute, so cure the poison as soon as possible.

(3)

PARA-MEDIC
To cure poison, go into "CURE" in the Survival Viewer and inject yourself with a dose of serum.

(4)

PARA-MEDIC
You can get serum from enemies. Either hold them up or shake their bodies down after you defeat them.

(5)

PARA-MEDIC
I'm pretty sure you can also get serum by capturing the rabbits that live in that area.

Poisoned (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC
Snake, have you been bitten by a venomous animal!?

SNAKE
Yeah...

PARA-MEDIC
It looks like the poison is already starting to affect you. Unless you cure it, your LIFE will just keep decreasing. You've got to treat it now.

PARA-MEDIC
To cure poison, go into "CURE" in the Survival Viewer and administer a serum injection.

(2)

SNAKE
But I don't have any serum...

PARA-MEDIC
Then you had better go find some quick!

(3)

PARA-MEDIC
The enemies in that area might have some.
Hurry!

(4)

PARA-MEDIC
The animals in that area might have the
ingredients to make serum. Go catch some!

Cut

(1)

PARA-MEDIC
That's a nasty cut you've got there.

(2)

PARA-MEDIC
Cuts happen when you get slashed with a knife
or other sharp object.

PARA-MEDIC
When you have a cut, your maximum LIFE goes
down depending on its severity.

(3)

PARA-MEDIC
Cuts heal naturally over time, but if you go
into "CURE" in the Survival Viewer and treat
it, it'll heal instantaneously.

PARA-MEDIC
To treat a cut, you need disinfectant,
styptic, sutures, and a bandage. As long as
you have all those things, the cut should
heal up nicely.

Cut (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC
Snake, you've got a nasty cut.

(2)

PARA-MEDIC
To treat a cut, you need disinfectant,
styptic, sutures, and a bandage. As long as
you use all those items, the cut should heal
up completely. Hurry and get it fixed up!

Gunshot wound

(1)

PARA-MEDIC
Snake, you've got a gunshot wound!

(2)

PARA-MEDIC
When you get shot, you'll sometimes suffer a gunshot wound. The chance of suffering a serious injury is especially high at close range.

PARA-MEDIC
When you have a gunshot wound, your maximum LIFE will decrease depending on its severity.

PARA-MEDIC
Gunshot wounds will heal naturally over time, but if you want it to heal faster, go into "CURE" in the Survival Viewer and treat it.

(3)

PARA-MEDIC
To treat a gunshot wound, you need to dig out the bullet with your knife, disinfect the wound, and apply styptic. Then wrap it in a bandage.

PARA-MEDIC
When all that's finished, the gunshot wound will be fully healed.

Gunshot wound (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC
Snake, you've got a gunshot wound!

(2)

PARA-MEDIC
The way to treat a gunshot wound is to dig out the bullet using your knife, disinfect the wound, apply a styptic, and bandage it up.

PARA-MEDIC
Follow all those steps and the wound should heal nicely. Take care of it, quickly!

Burn

(1)

PARA-MEDIC
Snake, you've got a bad burn.

(2)

PARA-MEDIC
Burns happen when you're engulfed in flames or get caught in an explosion.

PARA-MEDIC
When you've got a burn, your maximum LIFE will go down depending on its severity.

(3)

PARA-MEDIC
Burns heal naturally over time without you doing anything, but if you go into "CURE" in the Survival Viewer and treat the burn, you can heal it instantaneously.

PARA-MEDIC
To treat the burn, lightly spread the ointment over the wound and wrap it in bandages. If you do both of these things, you can heal the burn altogether.

Burn (2)

*If player is in a tight spot, such as in a boss battle

(1)

PARA-MEDIC
Snake, you've been burned!

(2)

PARA-MEDIC
The way to treat a burn is with ointment and bandages. Put both of those on and the burn should heal right up. Treat it quickly!

Arrow wound

(1)

PARA-MEDIC
Snake, you've got an arrow stuck in you.

(2)

PARA-MEDIC
When you get shot with an arrow, your maximum LIFE will go down depending on how bad it is, so watch out.

(3)

PARA-MEDIC
You can let the wound heal naturally, or you can treat it using "CURE" in the Survival Viewer to make it heal right away.

PARA-MEDIC
To treat an arrow wound, first use your knife to dig the arrow out. Then disinfect the wound and apply styptic to stop the flow of blood.

PARA-MEDIC
Once that's all done, the arrow wound should heal right up.

Cold

(1)

PARA-MEDIC
Ooh, you've got a terrible cold.

(2)

PARA-MEDIC
You'll catch a cold if you hang around too long without any clothes on, or spend too much time in the water or the swamp.

PARA-MEDIC
When you catch a cold, your stamina goes down more rapidly.

PARA-MEDIC
You'll also sneeze from time to time, and the noise can alert enemies to your presence. Plus, your body will shake, so you might not be able to distinguish vibrations very well.

(3)

PARA-MEDIC
To cure a cold, go into "CURE" in the Survival Viewer and take some cold medicine.

Stomach ache

(1)

PARA-MEDIC
Snake, do you have a stomach ache?

(2)

PARA-MEDIC
You'll get a stomach ache if you eat something rotten.

PARA-MEDIC
When you have a stomach ache, your stamina will drain faster and your stomach rumbling can alert the enemy.

(3)

PARA-MEDIC
To cure a stomach ache, go into "CURE" in the Survival Viewer and take some digestive medicine.

Food poisoning

(1)

PARA-MEDIC
It sounds like you've got food poisoning.

(2)

PARA-MEDIC
Food poisoning is caused by eating poisonous food. When you have food poisoning, your LIFE will continuously decrease.

PARA-MEDIC
If left untreated, you'll eventually throw up whatever it was you ate. That'll get rid of the food poisoning, but you'll also use up a lot of stamina.

PARA-MEDIC
So it's a good idea to treat it yourself before you vomit.

(3)

PARA-MEDIC
To cure food poisoning, go into "CURE" in the Survival Viewer and take some antidote.

Leech

(1) *If player calls while a leech is attached to them
PARA-MEDIC
Snake, look at your body.

SNAKE
looks at his crotch Yep, looking good.

PARA-MEDIC
Not there!

SNAKE
Then where?

PARA-MEDIC
See the leeches?

SNAKE
Leeches?

PARA-MEDIC
Yeah. You've got leeches all over you.

(2)

PARA-MEDIC
Leeches will sometimes attach themselves to you if you spend a long time in the water or the swamp.

PARA-MEDIC
When you've got leeches on you, they'll suck your blood, causing you to lose stamina. You should get rid of them as soon as possible.

(3)

PARA-MEDIC
To get rid of leeches, go into "CURE" in the Survival Viewer and press your cigar into them.

(4)

PARA-MEDIC
Or, if you use the insecticidal bug juice ahead of time, the leeches won't bother you as long as the bug juice is in effect.

•Miscellaneous

Adrenaline

PARA-MEDIC
Snake, do you know what epinephrine is?

SNAKE
What's with the questions?

PARA-MEDIC
Well, do you?

SNAKE
No.

PARA-MEDIC
Also known as adrenaline?

SNAKE
Never heard of it.

PARA-MEDIC
Really.

SNAKE
Nope.

PARA-MEDIC
I have.

SNAKE
Good for you.

PARA-MEDIC
Do you want to hear about it?

SNAKE
Not really.

PARA-MEDIC
Oh, I think you should hear about it.

SNAKE
Here we go.

PARA-MEDIC
So...

PARA-MEDIC
Epinephrine is a type of hormone. It's secreted from the adrenal glands in high-stress situations - like when you're exercising, or you're under pressure.

PARA-MEDIC
The epinephrine is released into the bloodstream and stimulates special receptor cells on various organs throughout the body.

PARA-MEDIC
This causes the heart to beat faster, the blood vessels to constrict, and the respiratory passages to expand. It also raises blood pressure.

PARA-MEDIC
You ever notice how you're faster and stronger than normal when you're under stress? That's because of epinephrine. And when you're bleeding, it... (She's trying to explain that the bleeding will stop, but Snake interrupts her.)

5.73

SNAKE
Para-Medic.

PARA-MEDIC
Yeah?

SNAKE
Is there a point to all of this?

PARA-MEDIC
Of course. In the Alert Phase, your body secretes epinephrine, and so your stamina won't be depleted as fast.

SNAKE
... Uh huh. (Discontented. He didn't need that long of an explanation just for that.)

PARA-MEDIC
There, good thing I told you, huh?

SNAKE
As always.

Para-Medic's background

SNAKE
Para-Medic.

PARA-MEDIC
What's up?

SNAKE
Are you a medic, or a doctor?

PARA-MEDIC
I'm a well-respected physician. Or I was, until I joined the CIA.

SNAKE
How was your reputation?

PARA-MEDIC
My what?

SNAKE
Your reputation.

PARA-MEDIC
Oh, that.

SNAKE
How was it?

PARA-MEDIC
Why? Don't you trust me?

SNAKE
That's not what I meant.

PARA-MEDIC
Fine, then. (She thinks it's over.)

SNAKE
Mm hmm. ...So?

PARA-MEDIC
So what?

SNAKE
Your reputation - how was it?

PARA-MEDIC
My! You're relentless!

SNAKE
Hey, I'm a snake. So?

PARA-MEDIC
My reputation was spotless. I'm highly skilled, patient, and good-looking to boot. Everybody wanted to see me. What else would you expect?

SNAKE
...

PARA-MEDIC
No, seriously.

MAJOR TOM
Incidentally, her nickname back then was "Quack."

PARA-MEDIC
Major!

SNAKE
...Is that true?

PARA-MEDIC
feigning ignorance Mm? Is what true?

SNAKE
About your nickname.

PARA-MEDIC
No!... Well, maybe a few people did call me that...

SNAKE
So you were a quack?

PARA-MEDIC
No!... Well, yes and no. I mean, in a sense I was, but then again I wasn't...

SNAKE
???

MAJOR TOM
Snake, her skills as a doctor are beyond reproach. You have my word on that.

PARA-MEDIC

Yes! That's exactly what I was trying to say, Snake.

SNAKE

ignores Para-Medic and talks to the Major Then why did they call her "Quack"?

MAJOR TOM

It's because she...

PARA-MEDIC

Never mind that! It doesn't matter. We've got a job to do, and we have to stay focused. Besides, my past doesn't have anything to do with the mission and...

SNAKE

Because she never shuts up?

MAJOR TOM

Yes, that's it.

PARA-MEDIC

No, that's not it! Snake, tell him that's not true!

SNAKE

...

PARA-MEDIC

Say something!

SNAKE

I'd better get back to the mission.

MAJOR TOM

Yes, you do that.

PARA-MEDIC

Just a minute! Snake! Don't you hang up on me!

Fan service

PARA-MEDIC

If you have any questions about stamina or healing, just ask me. I'll tell you everything you need to know. It'll have to be over the radio, though.

SNAKE
So you won't be able to see me naked, then. (MGS1 reference.)

PARA-MEDIC
Yeah, I'm devastated. But I'll bet that 50 years from now, you'll be able to see who you're talking to on the radio.

SNAKE
I'll be retired from active duty by then.

PARA-MEDIC
I don't know. Somebody somewhere might just decide to give you a call. (Hinting at upcoming MGS games in the series, chronologically speaking.)

SNAKE
Wouldn't surprise me. Let's both pray that never happens.

Origin of "Para-Medic"

PARA-MEDIC
Snake, if you or one of your comrades is wounded in battle, what do you usually do?

SNAKE
I call for a medic.

PARA-MEDIC
What if there's no medic nearby?

SNAKE
I don't even want to think about that.

PARA-MEDIC
Think about it.

SNAKE
... That's my worst nightmare. Any soldier can perform basic first aid, but it takes a specialist to perform the more complicated procedures.

SNAKE
I know a lot of guys who'd be still be alive today if they'd had access to a medic.

PARA-MEDIC
Me, too.

PARA-MEDIC
So I got to thinking - wouldn't it be great if we could parachute medics into the front lines, where they're needed most?

SNAKE
realizing You bet... That's why you're called "Para-Medic"?

PARA-MEDIC
Yeah. With a unit like that, we could save a couple of lives, huh?

SNAKE
No.

PARA-MEDIC
No?

SNAKE
Not a couple. We could save many lives.

PARA-MEDIC
... Thanks. I think the army needs a unit like that. And if no one else will do it, I'm going to create one myself.

SNAKE
Sounds like a plan.

PARA-MEDIC
Will you help me?

SNAKE
Count on it.

Cigar

*If player is smoking a cigar

PARA-MEDIC
Snake!

PARA-MEDIC
What?

SNAKE
Are you smoking a cigarette?

SNAKE
Nope... (Audible exhale of cigar smoke.)

PARA-MEDIC
Yes, you are.

SNAKE
It's not a cigarette. It's a cigar.

PARA-MEDIC
Same thing.

SNAKE
Not at all. In fact, there's a world of difference. There's nothing quite like the rich smell and mellow flavor of a cigar. And that thick, luxurious smoke is almost sensual when it... (He was about to say "when it rises into the air" before she interrupted him.)

PARA-MEDIC
Yeah, yeah, yeah. Whatever. You know something?

SNAKE
has a bad feeling Probably not, but I don't want to hear it.

PARA-MEDIC
Well, you don't have a choice.

SNAKE
...

PARA-MEDIC
Cigarettes are bad for you.

SNAKE
It's not a cigarette, it's a...

PARA-MEDIC
Quiet, you!

SNAKE
...

PARA-MEDIC
Smoking is bad for you.

PARA-MEDIC
In a recent study, scientists found that tobacco smoke is full of carcinogenic substances, like nitrosamines.

PARA-MEDIC
You know what that means? It means you're going to give yourself lung cancer if you keep on smoking.

SNAKE
But that's just what some scientists think, right?

PARA-MEDIC
Oh, give me a break.

SNAKE
I heard it was just a bunch of hu-hah. (In the 60s, the tobacco industry was responsible for propaganda claiming tobacco wasn't harmful.)

PARA-MEDIC
Do you really believe that?

SNAKE
Sure.

PARA-MEDIC
God, you're gullible.

PARA-MEDIC
You ought to read this year's report from the Surgeon General. It proves, beyond a shadow of a doubt, that smoking causes lung cancer.

PARA-MEDIC
Pretty soon the whole world will know that smoking is bad for you. Better quit now before it's too late.

SNAKE
But... (He was about to say "cigar smoke is harmless because it doesn't go down into your lungs" before she interrupted him.)

PARA-MEDIC
And don't tell me cigar smoke is harmless because it doesn't go down into your lungs. It just means the cancer shows up in a different place.

SNAKE
...

PARA-MEDIC
Got it?

SNAKE
Yeah, yeah...

"The Fly" helmet

PARA-MEDIC
Say, Snake, about that helmet and oxygen mask you took off right after you parachuted in...

SNAKE
Oh, those? Those are the helmet assembly and oxygen system assembly I used to make the HALO jump.

SNAKE
The helmet is fitted with a bayonet fastener that attaches to the oxygen mask. It's also got earphones and a boom mike...

PARA-MEDIC
I'm not interested in all that stuff.

SNAKE
So why did you bring it up?

PARA-MEDIC
It reminds me of something.

SNAKE
Reminds you of something?

PARA-MEDIC
Yeah.

SNAKE
The mask?

PARA-MEDIC
Yeah. But I can't remember what it is, and I can't stop thinking about it...

SNAKE
... That's what you've been thinking about?

PARA-MEDIC
Yeah. Every time I'm about to remember it, it slips away from me again. Don't you just hate that?

SNAKE
...

PARA-MEDIC
I know I've seen it somewhere before... any ideas?

SNAKE
interrupted by Para-Medic How would I...

PARA-MEDIC
suddenly realizing That's it!

SNAKE
What!?

PARA-MEDIC
The Fly!

SNAKE
The Fly?

PARA-MEDIC
Yeah, it finally came to me. You looked just like him. Aah, I feel better...

SNAKE
...The Fly?

PARA-MEDIC
From the movie "The Fly." You've never seen it?

SNAKE
No.

PARA-MEDIC
Geez, where have you been? It's about this scientist who's conducting teleportation experiments when he gets mixed up with a fly and ends up with the fly's head attached to his body.

SNAKE
Never heard of it.

PARA-MEDIC
That's too bad... It's a good movie...

"The Great Escape" and tunnel Tom

*After talking to the Major about "The Great Escape" and Para-Medic about "The Fly"

SNAKE
Para-Medic.

PARA-MEDIC
Hmm?

SNAKE
You said you like movies, right?

PARA-MEDIC
I love 'em.

SNAKE
About the Major's code name...

PARA-MEDIC
Major Tom?

SNAKE
He sounded like he wasn't sure whether or not "Tom" was the name of the tunnel that worked in "The Great Escape."

PARA-MEDIC
So I heard.

SNAKE
So was it?

PARA-MEDIC
Was it what?

SNAKE
Was "Tom" really the name of the tunnel that worked?

PARA-MEDIC
Right.

SNAKE
So it was "Tom"?

PARA-MEDIC
Maybe.

SNAKE
Maybe?

PARA-MEDIC
I dunno.

SNAKE
Why don't you know?

PARA-MEDIC
Why should I know?

SNAKE
You watch a lot of movies, don't you?

PARA-MEDIC
Yeah.

SNAKE
But you've never seen "The Great Escape"?

PARA-MEDIC
No.

SNAKE
Why not?

PARA-MEDIC
It didn't look interesting.

SNAKE
You don't watch movies that don't look interesting?

PARA-MEDIC
That's right.

SNAKE
And yet you've seen "The Fly"?

PARA-MEDIC
"The Fly" looked interesting. And it was.

SNAKE
...

PARA-MEDIC
Something wrong?

SNAKE
Nothing. Tell me, what other kind of movies do you like?

PARA-MEDIC
Let's see. There's "The Quatermass Xperiment," and... "It Conquered the World," and "Earth Vs The Spider." Oh, and "Mondo Cane!"

SNAKE
...

PARA-MEDIC
Did I say something weird?

SNAKE
Forget it...

PARA-MEDIC
???

Canned food

(1)

PARA-MEDIC
Looks like you're in a building. If people are living there, there's bound to be people food.

(2)

SNAKE

People food?

PARA-MEDIC

Soviet military rations. It beats eating raw snakes and mushrooms all the time, doesn't it?

SNAKE

I'm getting to like raw snake and mushroom.

PARA-MEDIC

You really are turning into an animal...

Rain and taking shelter from it (1)

PARA-MEDIC

It looks like it's raining out there. Be aware that you burn up a lot more stamina than usual in the rain.

PARA-MEDIC

If you want to conserve stamina, then you should find some shelter. Is there any place that'll keep the rain off your head?

Attack dogs

(1)

PARA-MEDIC

You say there are attack dogs?

(2)

PARA-MEDIC

Those attack dogs are Great Danes.

PARA-MEDIC

The breed is originally from Germany. They've been used for hundreds of years as hunting dogs.

PARA-MEDIC

As you can see, they're very large. Strong, too. They've got a calm yet courageous temperament. And on top of that, they're extremely intelligent.

PARA-MEDIC

In some cases, a trained Great Dane can be more dangerous than a human opponent. Watch out for them.

(3)

SNAKE
Interesting.

PARA-MEDIC
Forget it, Snake!!

SNAKE
Forget what?

PARA-MEDIC
You were thinking about how they taste, weren't you?

SNAKE
I wasn't thinking...

PARA-MEDIC
Don't lie to me. I could tell by the look on your face.

SNAKE
You can't see my face.

PARA-MEDIC
No, but I can imagine it!

SNAKE
...

PARA-MEDIC
Don't you dare think about trying to capture an attack dog.

SNAKE
...

PARA-MEDIC
You hear me!?

SNAKE
Yeah, yeah...

(4)

PARA-MEDIC
Those dogs may be highly trained, but you might still be able to distract them by throwing them something tasty to eat. Give it a try!

The future of attack dogs

PARA-MEDIC
Snake, be careful of those attack dogs.

SNAKE
Don't worry. I know how dangerous they are.

PARA-MEDIC
No, you're the one who's dangerous.

SNAKE
Me?

PARA-MEDIC
Those dogs are just innocent animals, even if they've been trained to kill. You shouldn't hurt them unless you have to.

SNAKE
But...

PARA-MEDIC
You know, humans and dogs have been living together for 50,000 years, ever since the Stone Age.

PARA-MEDIC
Sure, they make good pets and watch dogs...

PARA-MEDIC
But they also help us out in a variety of different fields - not just as police and army dogs, but as hunters, shepherds, rescuers, and seeing-eye dogs.

PARA-MEDIC
They deserve our respect.

SNAKE
I know what you mean. I'm a dog-sled fan, myself.

PARA-MEDIC
In the future, many of the jobs that dogs do now will probably be taken over by machines.

PARA-MEDIC
They'll have miniature unmanned reconnaissance vehicle and security systems...

PARA-MEDIC
And in the 21st century, I bet they'll even be selling robot dogs as pets.

SNAKE
You've got to be kidding.

PARA-MEDIC
But even if that happens, dogs will still be our most trusted companions.

SNAKE
Unmanned recon vehicle... that's a pretty scary thought.

PARA-MEDIC
Well, for now, trained dogs are the best they've got.

Kerotans

(1)
*Kerotan is a frog character created by Konami Traumer. For reasons unknown, these figures have been placed throughout the jungle. Shooting one will cause it to croak, attracting any enemy in the vicinity.

PARA-MEDIC
Hey, that's Kerotan!

SNAKE
Huh!?

PARA-MEDIC
Right there. See it?

SNAKE
Where?

PARA-MEDIC
Right in front of you.

SNAKE
... This frog doll?

PARA-MEDIC
That's Kerotan. Don't tell me you've never heard of him.

SNAKE
Is he famous or something?

PARA-MEDIC
Come on, everybody knows about Kerotan.

SNAKE
... Oh. OK. But what's this frog thing doing here?

PARA-MEDIC
Kerotan.

SNAKE
?

PARA-MEDIC
He's called Kerotan.

SNAKE
Right... So what's this Kerotan doing here...

PARA-MEDIC
He must be getting popular in the Soviet Union.

SNAKE
doubtful Here?

PARA-MEDIC
Not that you'd know anything about the magic of Kerotan.

PARA-MEDIC
On the other hand, you might be able to use Kerotan's power to help you in your mission.

SNAKE
What did you have in mind?

(2)

PARA-MEDIC
Kerotan cries when you shake him. If the enemy hears that, they might come to check it out.

PARA-MEDIC
Maybe you could use it as a diversion?

(3)

PARA-MEDIC
And I hear that if you find all of the Kerotans and shake them, something good will happen. Try it out. (This impacts the player's codename, etc., after finishing the game.)

PARA-MEDIC
By the way, Snake...

SNAKE
What?

PARA-MEDIC
You know the Ocelot Unit commander?

SNAKE
Ocelot?

PARA-MEDIC
Yeah. That's not his real name, is it?

SNAKE
I wouldn't think so.

PARA-MEDIC
Is it a code name?

SNAKE
You mean like Snake?

PARA-MEDIC
Yeah.

SNAKE
Maybe... why, is that strange?

PARA-MEDIC
No, I was just wondering why he's called Ocelot.

SNAKE
Why's that?

PARA-MEDIC
Well, I looked it up, and it turns out the ocelot is a wild cat whose habitat stretches from the southern U.S. down to northern Argentina.

PARA-MEDIC
They live in a variety of different environments, from tropical rain forests to savannas. The biggest ones can grow up to one meter in length.

PARA-MEDIC
They're normally solitary creatures, and their diet consists mainly of small animals and fish. During the day they sleep up in the trees, but at night...

SNAKE
Para-Medic... (We're getting off-track here.)

PARA-MEDIC
realizing the conversation has digressed
Oh, right.

PARA-MEDIC
So the ocelot is an animal that lives on the American continent.

PARA-MEDIC
But then I wondered - why would a Soviet officer be using the name of an American wildcat?

SNAKE
... Good question. Maybe it's because he's fast and agile like an ocelot?

PARA-MEDIC
Hmm. Yeah, maybe you're right.

SNAKE
Mmm. But why'd you go to all the trouble of looking it up?

PARA-MEDIC
Because I was curious. Was it helpful?

SNAKE
...Uh, sure. (Doesn't see how this is helpful in any way.)

Radiation exposure

PARA-MEDIC
Snake, I looked at your medical record... You've been exposed to an atomic blast?

SNAKE
Yeah. The "Bravo Shot." It was a hydrogen bomb test conducted at Bikini Atoll on March 1, 1954.

SNAKE
I was at the American base on Kwajalein in the Marshall Islands when the ashes of death started falling from the sky.

PARA-MEDIC
... Any symptoms?

SNAKE
None... at least not yet.

SNAKE
But a lot of the guys who were in it with me are now suffering from thyroid cancer and leukemia. Some of them are dead already.

SNAKE
One of these days... (I might become sick too.)

SNAKE
... Anyway, I'd better get back to the mission.

PARA-MEDIC
Yeah...

Human clones

PARA-MEDIC
Snake, whatever happens to you, make sure you leave a descendant, OK?

SNAKE
Are you saying you want to have my baby?

PARA-MEDIC
No. I'm saying that in the 21st century, the genes of soldiers like you are going to be in high demand.

SNAKE
Genes?

PARA-MEDIC
Uh huh. Remember when Watson and Crick discovered the double helix structure of DNA back in 1953?

SNAKE
No.

PARA-MEDIC
You know, they won the Nobel Prize in Medicine for it the year before last?

PARA-MEDIC
Of course, you have to feel sorry for Pauling and Franklin. They were researching the exact same thing.

SNAKE
Sorry. I don't follow.

PARA-MEDIC
Inside every living creature are little blueprints called genes.

PARA-MEDIC
Through the union of the sperm and egg cells, these blueprints are transformed and inherited by the next generation. That's why parents and children resemble each other.

PARA-MEDIC
The concept of genes was first proposed over a hundred years ago by Mendel, but he didn't know what they were exactly.

PARA-MEDIC
For a while, it was thought that chromosomes were composed not of deoxyribonucleic acid, but of proteins called polypeptides.

PARA-MEDIC
Later, it was shown that deoxyribonucleic acid, or DNA, was a biological macromolecule.

PARA-MEDIC
Then, 11 years ago, Watson and Crick discovered that DNA had a double-helix structure.

SNAKE
Yep. This is all fascinating stuff, but what exactly does it have to do with me?

PARA-MEDIC
The inherent characteristics of any given individual are determined by his or her genes.

PARA-MEDIC
By duplicating a set of superior genes, a separate body with the same set of characteristics - a clone - can be created.

SNAKE
But genes don't control a person's fate.

PARA-MEDIC
That's true. But having an offspring that's genetically identical to the parent is more efficient, right? You can expect better results that way.

SNAKE
More efficient? You can't mass-produce human beings!

PARA-MEDIC
Maybe. But now that we know the true nature of genes, human cloning is that much closer to reality.

PARA-MEDIC
Nuclear transplanting is already theoretically possible. So one day...

SNAKE
My genes are going to be a valuable commodity?

PARA-MEDIC
Exactly.

SNAKE
They'd never let that happen.

PARA-MEDIC
Just think - even if your body dies, you survive and go on to bigger and better accomplishments.

PARA-MEDIC
If you think about it, it's kind of an honor.

SNAKE
Does that kind of technology seriously appeal to you?

PARA-MEDIC
Well, I am a doctor.

SNAKE
...

PARA-MEDIC
I can't condone it on moral grounds, but I'm fascinated by the possibilities.

PARA-MEDIC
Especially when I see such an excellent specimen as yourself.

SNAKE
Yeah, well, thanks for the compliment, but it doesn't make me feel any better.

PARA-MEDIC
Don't be so glum. It's not like it's going to happen anytime soon.

PARA-MEDIC
We'll just have to wait and see.

The Crocodile Cap

(1)

PARA-MEDIC
Snake, what are you...

(2)

SNAKE
How does it look? (Wants her to take the bait.)

PARA-MEDIC
It looks cool!

SNAKE
Huh? (Not the reaction he was expecting.)

PARA-MEDIC
It looks cool on you.

SNAKE
It does?

PARA-MEDIC
Yeah!

SNAKE
I don't think "cool" is the right word.

PARA-MEDIC
Why? What's wrong with it?

SNAKE
What's wrong... Don't you think it looks silly? Doesn't it make you laugh? Aren't you going to ask me what the hell was I thinking?

PARA-MEDIC
No. (She honestly doesn't feel this way.)

SNAKE
...

PARA-MEDIC
I think it really does look good. It reminds me of "The Alligator People."

SNAKE
Oh... the what?

PARA-MEDIC
"The Alligator People." It's a science fiction movie. You've never heard of it?

SNAKE
No. (Why would I have?)

PARA-MEDIC
Oh... well, you should see it sometime.

PARA-MEDIC
It's about this guy who gets hurt in a car accident and tries to heal his wounds by injecting himself with a crocodile serum, but then his head turns into a crocodile head.

PARA-MEDIC
You look just like him with that mask on. That's awesome.

SNAKE
Right... (Crushed to hear he looks like some Z movie monster.)

PARA-MEDIC
??? (Has no idea why he's so crushed.)

•Save Conversations

Post-save conversation (1)

PARA-MEDIC
Hey Snake, you ever heard of "Godzilla, King of Monsters"?

SNAKE
No. What is it?

PARA-MEDIC
It's a movie. You haven't seen it?

SNAKE
Nope.

PARA-MEDIC
It's about this monster called Godzilla who grows to an enormous size in a nuclear test and goes on a rampage in Tokyo.

SNAKE
Nuclear test, huh? Then the Marshall Islands must be crawling with giant monsters right about now.

PARA-MEDIC
It's just make-believe.

SNAKE
Maybe that's why my pants have been so tight lately.

PARA-MEDIC
Snake, it's a movie, not a report out of Los Alamos.

SNAKE
I know. So then what happened?

PARA-MEDIC
Godzilla is immune to all weapons, and humanity has no way to stop the monster.

PARA-MEDIC
Dr. Serizawa develops a new type of weapon, but meanwhile Godzilla is getting closer and closer to Tokyo, obliterating everything in its path...

PARA-MEDIC
It was originally a Japanese movie, but they made an American version, too. I recommend seeing the original Japanese one if you ever get the chance.

PARA-MEDIC
It's mostly mindless fun, but it's also got a serious anti-nuke message as well.

SNAKE
Where can I see the original?

PARA-MEDIC
You'll just have to go to Japan.

SNAKE
Really... that's too bad.

PARA-MEDIC
If you wait 40 years, you might be able to see it in America, too.

SNAKE
Why is that?

PARA-MEDIC
2004 will be Godzilla's 50th birthday.

SNAKE
You think they're still going to be making Godzilla movies then?

PARA-MEDIC
Of course! Everybody loves Godzilla.

SNAKE
You sure know a lot about movies.

PARA-MEDIC
I don't suppose you're the movie watching type, are you?

SNAKE
Not really.

PARA-MEDIC
OK, then, I'll tell you everything I know.

PARA-MEDIC
When the going gets tough, movies can save your life. It's always good to be able to look at things from a different perspective when you get in a jam.

PARA-MEDIC
That's the magic of movies.

SNAKE
No kidding. Well, I guess it might at least make a nice distraction.

PARA-MEDIC
That's the spirit, Snake. Have a little fun.

Post-save conversation (2)

PARA-MEDIC
Snake, have you seen "007: From Russia with Love?"

SNAKE
I don't like those movies. Real spies are nothing like James Bond. It's pure fantasy.

PARA-MEDIC
Snake, I don't think the Major's going to like you saying that.

SNAKE
And even though it's fiction, I can't help but comparing myself to Bond.

MAJOR TOM
What exactly don't you like about James Bond? Is it the fantastic gadgets? The cars? The guns?

SNAKE
Major...!

MAJOR TOM
Snake, wouldn't you like to have a gun shaped like a pen?

SNAKE
What good is a pen going to do me in the jungle? I'd look like a fool.

MAJOR TOM
Then what about a snake-shaped gun? You could make it look like you're grappling with a giant snake and then get a shot in on the enemy while they're distracted.

SNAKE
OK, now you're being ridiculous.

MAJOR TOM
We'll make you a snake-shaped gun that folds up and fits into an attaché case.

SNAKE
Will you give it a rest?

MAJOR TOM
Oh, I get it. You're worried about how to handle the ladies, aren't you?

SNAKE
No...

MAJOR TOM
I knew it. Hmm... To tell you the truth, I don't like the idea of playing hanky-panky with enemy femme fatales, either.

MAJOR TOM
But that's part of Bond's appeal. You could learn a thing or two from him.

MAJOR TOM
What about this EVA? What are you planning to do with her?

SNAKE
I... I don't even trust her yet.

MAJOR TOM
That's not what I mean. You can't let yourself get involved. This is a game of spy versus spy.

MAJOR TOM
She's using you just as much as you're using her.

SNAKE
I realize that.

MAJOR TOM
You've got to grab the initiative. And to do that, you have to get the upper hand in the relationship.

MAJOR TOM
That's what a spy is supposed to do.

SNAKE

Get the upper hand... I don't think I'm cut out for that mission.

MAJOR TOM

Maybe if you changed you code name to Double-O-Snake?

SNAKE

Major...

MAJOR TOM

007 is the biggest thing to come out of England since the Mayflower. I wouldn't be surprised if they made 20 more of those movies.

PARA-MEDIC

slightly hushed voice Didn't you know? The Major is a huge James Bond fan. Don't get him worked up like this.

SNAKE

Worked up?

PARA-MEDIC

Maybe you don't realize this, but now that you've got him started talking about Bond, I'm going to have to listen to him lecture for a whole hour after he gets off the radio.

SNAKE

You have my sympathy.

PARA-MEDIC

It's too bad you can't enjoy such a great movie, though.

SNAKE

I guess I'm just one of those people who can't enjoy spy flicks.

Post-save conversation (3)

PARA-MEDIC

Snake, do you know "The Creature from the Black Lagoon"?

SNAKE

Nope, never heard of it.

PARA-MEDIC

These scientists are investigating a place deep in the Amazon called the Black Lagoon, and they get picked off one after the other by this fish-man thing.

PARA-MEDIC
faster And there was this scene when the heroine is going for a swim, and the creature sneaks up on her from underwater... Ooh, I thought my heart was going to stop!

PARA-MEDIC
even faster I mean, of course the 3-D effects in "It Came from Outer Space" were a lot more intense, but...

SNAKE
"It" wouldn't be referring to you coming from outer space would it?

PARA-MEDIC
How rude! Why do you say that?

SNAKE
Because no one on Earth could be as charming as you.

PARA-MEDIC
sighs Fine, I'll just get to the point, Snake. Be careful of what's around you when you're in the water.

PARA-MEDIC
Just imagining you swimming in those jungle rivers makes me think of you being attacked by a fish-man.

SNAKE
I appreciate the concern.

PARA-MEDIC
Fish-men aren't the only things that'll attack you in the water. Really, be careful out there.

SNAKE
OK.

PARA-MEDIC
And don't be attacking any pretty girls going for a swim, either.

SNAKE
Are you calling me a fish-man?

PARA-MEDIC
You started it.

Post-save conversation (4)

PARA-MEDIC
Snake, have you heard of "It Came from Outer Space"?

SNAKE
Yeah, you told me already.

PARA-MEDIC
So this astronomer sees a meteor, but it's really an alien spaceship, right? And the aliens start replacing the townspeople with clones and forcing them to help repair the ship.

PARA-MEDIC
The 3-D effects were quite realistic...

SNAKE
I've got all the "real" I can handle here in the jungle.

PARA-MEDIC
No, you don't get it. Precisely because it's realistic, with the images jumping out of the screen at you, it makes for a nice escape from reality.

PARA-MEDIC
I have to admit it made my eyes tired, but it was really intense. Unfortunately, they don't make very many of those movies anymore.

SNAKE
When did it come out?

PARA-MEDIC
I was still in college, so probably about 10 years ago...

SNAKE
Guess I'm out of luck, then.

PARA-MEDIC
You know, they're coming out with household versions of video cassette recorders. One day, you'll be able to see old movies any time you want.

PARA-MEDIC
It'll be like having a movie theater in your own home!

SNAKE
Really?

PARA-MEDIC
It's like if you had a record with movie film etched onto it instead of music. It'll work the same way.

SNAKE
You're kidding.

PARA-MEDIC
No, really. And someday, they might make movies where you control the characters yourself.

SNAKE
Sounds like magic.

PARA-MEDIC
It'll happen. Make sure you stay alive to see it, Snake.

Post-save conversation (5)

PARA-MEDIC
Snake, have you heard of "The Last War"?

SNAKE
Nope, doesn't ring a bell.

PARA-MEDIC
It's a Japanese movie where the world ends in a nuclear war.

PARA-MEDIC
Tensions between East and West reach the breaking point, and before anyone can stop it, they launch the ICBMs.

PARA-MEDIC
Humanity is wiped out by a war that no one wanted. The movie depicts that destruction from the eyes of ordinary people.

PARA-MEDIC
Their simple daily lives are torn apart by the terrible power of a war that has nothing to do with them.

SNAKE
Everybody's afraid of the next big war. But there's only so much that one person can do.

PARA-MEDIC
That's why the people who have the power to stop it, have to.

Post-save conversation (6)

PARA-MEDIC
Hey Snake, have you ever seen "Forbidden Planet"?

SNAKE
No, can't say I have.

PARA-MEDIC
It's about this expedition that goes to the planet Altair-4 in an ultra-fast spaceship. When they arrive, they meet the survivor of the last expedition, Dr. Morbius.

PARA-MEDIC
Dr. Morbius was exploring the planet along with his daughter Altaira and the versatile Robby the Robot.

PARA-MEDIC
Ignoring the doctor's warnings, the expedition team is suddenly attacked by an invisible creature called the "Monster from the Id."

PARA-MEDIC
The special effects they used for the science stuff were really neat. I wish I had a robot like Robby that could make anything I wanted it to.

SNAKE
I'm more interested in that invisible monster. If I were invisible, I wouldn't have to bother hiding. Or wearing camouflage.

PARA-MEDIC
Maybe someday you will be able to turn invisible.

SNAKE
self-deprecatingly Yeah, that'll be the day...

Post-save conversation (7)

PARA-MEDIC
Snake, have you seen "Earth Vs The Spider"?

SNAKE
Nope.

PARA-MEDIC
It's about this spider that suddenly mutates into a giant monster. They bring it into the city in a state of hibernation, but it wakes up and starts wrecking the place.

SNAKE
So why did the spider turn huge?

PARA-MEDIC
I told you. It suddenly mutated.

SNAKE
Yeah, right.

PARA-MEDIC
Snake, it's people like you that take all the fun out of watching movies. Always nitpicking and taking things too seriously - honestly, why even bother?

PARA-MEDIC
Look, the important thing isn't that it got big.

SNAKE
Then what is important?

PARA-MEDIC
The fact that there's a huge spider destroying the city!

PARA-MEDIC
Suspend your disbelief... that's the whole point of movies.

Post-save conversation (8)

PARA-MEDIC
Snake, have you ever seen "On the Beach"?

SNAKE
No, don't know it.

PARA-MEDIC
It's about the survivors of the Third World War.

PARA-MEDIC
The entire northern hemisphere is obliterated in a nuclear holocaust, and it's only a matter of time before the few survivors left in the southern hemisphere are poisoned by the deadly fallout.

PARA-MEDIC
Their only hope is an American nuclear submarine that escapes to the southern hemisphere. They set out for the Arctic to investigate the fallout...

PARA-MEDIC
The movie came out in '59, and the year that the war was supposed to happen was 1964. In other words - this year.

SNAKE
Nice warning. Let's hope it stays just a movie.

Post-save conversation (9)

PARA-MEDIC
Snake, have you ever seen "The War of the Worlds"?

SNAKE
Nnnno.

PARA-MEDIC
These flying saucers from Mars arrive on Earth disguised as meteorites. The saucers use their heat rays to attack the nearby towns...

PARA-MEDIC
And then...

PARA-MEDIC
Umm...

SNAKE
Something wrong?

PARA-MEDIC
Uh, the thing is, I was too scared to watch. I had my eyes shut almost the whole time.

SNAKE
Then you haven't seen it.

PARA-MEDIC
No, it's not that. It's... based on a novel by H. G. Wells...

SNAKE
You haven't seen it, have you?

PARA-MEDIC
That does remind me though--When I was 2 years old, my father listened to the radio drama version of the story. It was right after dinner on Sunday, and we were relaxing in the living room.

PARA-MEDIC
They said monsters had come out of meteorite that landed in New Jersey. It sounded just like a real live news broadcast.

PARA-MEDIC
My father said he and my older brother actually believed it and started yelling and panicking.

PARA-MEDIC
My mother supposedly grabbed me from my crib and took me out to the car still wrapped up in blankets.

PARA-MEDIC
But then, just as my dad was about to start the car, he realized that it was all just a radio drama.

PARA-MEDIC
Because on the car's radio, they were playing Bing Crosby tunes.

PARA-MEDIC
No matter what station he turned to, no one else seemed to be reporting on this big, history-making news story.

SNAKE
Sounds like something out of "The Big Broadcast."

PARA-MEDIC
Nobody said a word. We all went back to our rooms. My father and brother got off with a scolding from my mother. But I was the one who really suffered.

PARA-MEDIC
After that incident, every time I acted up, my father and brother would scare me by saying, "The Martians are coming!"

SNAKE
That's terrible.

PARA-MEDIC
Isn't it, though?

SNAKE
... So, you haven't seen the movie.

PARA-MEDIC
I... I saw it! So... so... even nuclear weapons wouldn't work against the Martian war machines.

SNAKE
Uh huh.

PARA-MEDIC
Anyway, Snake, if you conceal yourself like the Martians did, the enemy won't know what hit them.

SNAKE
Conceal myself?

PARA-MEDIC
Maybe not in a meteorite, but if you can hide yourself inside something a little more close at hand...

SNAKE
Hmm, close at hand...

PARA-MEDIC
Something like...a "box."

SNAKE
Ah, I get it... So, you never saw the movie.

PARA-MEDIC
I SAW it, all right!?

Post-save conversation (10)

PARA-MEDIC
Snake have you ever seen "For a Fistful of Dollars"?

SNAKE
Nope, never.

PARA-MEDIC
It's a spaghetti western.

SNAKE
dubious Spaghetti western?

PARA-MEDIC
It's really cool. Especially the main character's stylish gunplay.

SNAKE
Gun play... (Remembers Ocelot.)

PARA-MEDIC
I saw it in England on the Major's recommendation, but it hasn't come out in the States yet.

PARA-MEDIC
It's so cool! They'll bring it to America, I'm sure. You have to see it sometime.

SNAKE
Sure.

Post-save conversation (11)

PARA-MEDIC
Snake, have you seen the movie "Them"?

SNAKE
No.

PARA-MEDIC
It's about these giant ants that appear in the desert of New Mexico after a nuclear test. The army tries to fight them off with flamethrowers.

PARA-MEDIC
The ants were so big that they filled up the entire screen. The whole movie theater was screaming.

SNAKE
An ant that big could make a good meal.

PARA-MEDIC
Yeah, well, if you find any, don't eat them.

SNAKE
Come on, they're not that bad for you.

PARA-MEDIC
If you end up growing huge like that, you won't have any place left to hide.

SNAKE
Just like a Gurlugon. (A boss who appears in MGS2: Substance.)

Post-save conversation (12)

PARA-MEDIC
Snake, have you ever seen "Jason and the Argonauts"?

SNAKE
I can't say I have.

PARA-MEDIC
It's based on Greek mythology. There's this ship called the Argo, and it sets sail in search of the 'Golden Fleece.' Along the way, it encounters many dangers.

PARA-MEDIC
They run into all kinds of monsters, like bronze giants and the deadly seven-headed Hydra and the vicious, birdlike Harpies.

PARA-MEDIC
The most spectacular part of all was the battle scene with an army of skeletons. It was like they were actually standing up and fighting.

SNAKE
Are you serious?

PARA-MEDIC
If you don't believe me, go see it for yourself. Then you'll understand the magic of movies. It was totally amazing.

SNAKE
Yeah, all right. If I make it back alive, I'll go see it.

PARA-MEDIC
It just came out, so I'm sure it'll still be playing.

Post-save conversation (13)

PARA-MEDIC
Snake, have you seen "Dr. Strangelove, or How I Learned to Stop Worrying and Love the Bomb"?

SNAKE
... What?

PARA-MEDIC
"Dr. Strangelove." Have you seen it?

SNAKE
Uh no.

PARA-MEDIC
It's about this insane American Air Force commander who sends a bomber out to drop an H-bomb on Russia. It's a black comedy.

SNAKE
Doesn't sound very funny to me.

PARA-MEDIC
The actor who plays Dr. Strangelove also plays two of the other main characters.

PARA-MEDIC
It just came out this year, so I bet you could still go and see it...

SNAKE
Maybe when I'm in a lighter state of mind, I'll give it a try.

Post-save conversation (14)

PARA-MEDIC
Snake, have you ever seen "The Guns of Navarone"?

SNAKE
Never.

PARA-MEDIC
It's about a mission to blow up the huge guns on the island of Navarone during World War II.

PARA-MEDIC
Six men are chosen to participate in the operation, each with his own special ability. They only have until an English destroyer passes by the island to complete their mission.

PARA-MEDIC
Facing impossible odds, the six men have to sneak onto the island from a cliff on the southern shore.

SNAKE
That doesn't sound like something I'd want to watch in my free time.

PARA-MEDIC
Maybe not for you, but the Major was absolutely crazy about it.

SNAKE
The Major...

PARA-MEDIC
He told me to tell you how great it was.

SNAKE
Tell him I'll go see it as soon as I get back to the States.

PARA-MEDIC
Do you want to tell him yourself?

SNAKE
Uh, no, let's save that for later. I'd better get back to the mission.

PARA-MEDIC
Yeah...

Post-save conversation (15)

PARA-MEDIC
Hey Snake, have you seen "20,000 Leagues under the Sea"?

SNAKE
No, haven't seen that one.

PARA-MEDIC
After a number of battleships mysteriously sink at sea, the American government investigates and finds that the culprit is this pacifistic Captain Nemo.

PARA-MEDIC
The scene where the giant squid attacks Captain Nemo's submarine the Nautilus is breathtaking.

PARA-MEDIC
The movie was filmed in Cinemascope, and it was great to see it on the big screen.

SNAKE
A giant squid huh...

PARA-MEDIC
What? Don't tell me you think it sounds tasty.

Post-save conversation (16)

PARA-MEDIC
Snake, have you ever seen "The Beast from 20,000 Fathoms"?

SNAKE
Nope.

PARA-MEDIC
It's about this monster that comes to life from deep within a glacier as a result of an H-bomb test in the Arctic. It crosses the ocean and emerges in New York.

PARA-MEDIC
I especially liked the scene where the monster attacks the lighthouse, and the one where it pops out of a valley in Manhattan and makes a big hole in a building.

PARA-MEDIC
And the last scene on the burning roller coaster was simply incredible.

PARA-MEDIC
And because I saw it in a drive-in theater, I actually felt like I was part of the movie.

PARA-MEDIC
It's funny, isn't it? How you can let yourself get absorbed into these things without thinking even when you know it's not real.

SNAKE
Distinguishing between what's real and what's not isn't always as simple as we think.

PARA-MEDIC
Well, don't get too absorbed in your mission. It's important to take a rest every now and then.

Post-save conversation (17)

PARA-MEDIC
Snake, have you seen "The Magnificent Seven"?

SNAKE
Sorry.

PARA-MEDIC
It's a remake of the Japanese classic "The Seven Samurai," only in a Western setting.

PARA-MEDIC
This tiny Mexican village is attacked every year by bandits. Finally, the village elder can't stand it any longer and decides to hire someone to protect the village.

PARA-MEDIC
Seven gunmen respond to the call. They teach the villagers how to shoot and prepare for the oncoming attack.

PARA-MEDIC
But then the enemy shows up at the village with a huge band.

SNAKE
Then what happens?

PARA-MEDIC
You'll just have to see it for yourself. I don't want to spoil it.

SNAKE
... Oh.

PARA-MEDIC
Movies are only fun when you actually watch them. They're something you have to experience for yourself.

Post-save conversation (18)

PARA-MEDIC
Hey Snake, have you ever seen "My Mother was a Teenage Spider Queen from Mars"?

SNAKE
I can't say that I have...

PARA-MEDIC
... Neither have I.

Post-save conversation (19)

SNAKE
Para-Medic, what was that movie you were talking about earlier?

PARA-MEDIC
Which one?

SNAKE
My mother... the teenage... whatever.

PARA-MEDIC
Oh, that. Sorry, the Major was talking to me at the time and I wasn't really paying attention. Don't worry, I'll get it right next time.

SNAKE
Hmm... (Was kind of looking forward to it.)

Post-save conversation (20)

PARA-MEDIC
Snake, have you ever seen "North by Northwest?"

SNAKE
Missed that one.

PARA-MEDIC
It's about this ordinary guy who runs an ad agency. He's mistaken for someone else and gets kidnapped and forced to do a certain job.

PARA-MEDIC
As a result, he gets tangled up in a conspiracy, and pretty soon he's traveling to New York, Chicago, and even Mount Rushmore in pursuit of the real culprit.

PARA-MEDIC
Hitchcock's films always keep you on the edge of your seat, but sometimes they can be funny when you least expect it. That's why I love them.

SNAKE
Have you seen all of his films?

PARA-MEDIC
All of them? Not even close. He's been making movies since before I was born. I guess I might have seen some of them on TV...

PARA-MEDIC
But the first movie I ever saw in the theater was a Hitchcock film. We all went and saw it as a family. It was "Rebecca."

SNAKE
This was when you were a kid?

PARA-MEDIC
Yeah, my parents loved watching movies, so they took me along. I didn't quite understand the plot, but for some reason I thought it was really scary.

PARA-MEDIC
Actually, I remember the candy bar they bought me on the way home better than the movie itself.

SNAKE
That's when you fell in love with movies?

PARA-MEDIC
You could say that. It was like an irresistible force - at that point, I was completely swept away.

Post-save conversation (21)

PARA-MEDIC
Snake, have you ever heard of "The Blob"?

SNAKE
No, I haven't.

PARA-MEDIC
A meteorite falls in a small town, and inside there's this kind of living ooze. The ooze starts swallowing people and grows to an enormous size.

PARA-MEDIC
After it eats a bunch of the townspeople, it starts to fill up a movie theater.

PARA-MEDIC
Then these young people try to save the town from its gruesome fate.

PARA-MEDIC
It's pretty frightening to see something that's not even supposed to be alive suddenly start moving around and eating people.

SNAKE
Not something you see everyday.

Post-save conversation (22)

PARA-MEDIC
Snake, you know "The Bridge on the River Kwai"?

SNAKE
Haven't seen it.

PARA-MEDIC
It's about a group of Allied prisoners in Japanese-occupied Burma in World War II who work together to build a bridge.

PARA-MEDIC
Under the leadership of an English officer, the prisoners and the Japanese gradually bring the project toward completion.

PARA-MEDIC
But at the same time, the Allied forces are hatching a plan to blow up the bridge.

SNAKE
War and futility go hand in hand.

PARA-MEDIC
I suppose so.

SNAKE
I didn't think you were the type to go for war movies, though.

PARA-MEDIC
Actually, this guy invited me to go see it with him.

SNAKE
A date?

PARA-MEDIC
I guess you could call it that.

SNAKE
Still, you just don't seem like the type.

PARA-MEDIC
Well, he seemed to like war movies. He was a Navy boy. I was still an intern back then.

PARA-MEDIC
They brought him in with a broken leg. He said, "When I'm all healed up, will you go see a movie with me to celebrate? If it's okay..." He was so shy.

SNAKE
Where is he now?

PARA-MEDIC
With the Seventh Fleet.

SNAKE
I see... (At the time, the Seventh Fleet instigated the Vietnam War in the Gulf of Tonkin.)

Post-save conversation (23)

PARA-MEDIC
Snake, have you ever seen "Invasion of the Body Snatchers"?

SNAKE
Y... no, I haven't.

PARA-MEDIC
It's about this town where, one by one, the people disappear and are replaced by someone else.

PARA-MEDIC
It keeps getting worse and worse, until finally the main character's friends and family start getting replaced.

PARA-MEDIC
It turns out it was a giant plant thing producing human clones. Creepy, huh?

SNAKE
Clones?

PARA-MEDIC
A clone is a body or cell that's genetically identical to another one. They didn't use that term in the movie, though.

SNAKE
suppressing a laugh You mean a copy of a human being?

PARA-MEDIC
It's technologically feasible. We know it's possible to do it in theory, and they've already started the research.

PARA-MEDIC
One day - maybe toward the beginning of the next century - the genes of super soldiers like you are going to be a hot commodity.

SNAKE
Just to make copies of me?

PARA-MEDIC
Precisely.

SNAKE
Like a thoroughbred horse?

PARA-MEDIC
Right.

SNAKE
...

PARA-MEDIC
...

SNAKE
You know they'd never allow it.

PARA-MEDIC
Maybe. But technology changes people. We can't predict how people will think 50 years from now.

SNAKE
Some things shouldn't be changed.

PARA-MEDIC
We're not the ones who decide that.

PARA-MEDIC
I think maybe the only thing we can do is to try and pass on our beliefs to our children.

PARA-MEDIC
So that they won't head in the wrong direction.

Post-save conversation (24)

PARA-MEDIC
Snake, have you ever seen "The Alamo"?

SNAKE
No, I haven't seen that one.

PARA-MEDIC
It's a true story about a band of American volunteers holed up in a fort called the Alamo. They fight against the Mexican army for the freedom of Texas.

SNAKE
Remember the Alamo...

PARA-MEDIC
Now the Alamo is Los Alamos: the center of the atomic bomb project.

SNAKE
How ironic.

Post-save conversation (25)

PARA-MEDIC
Snake, have you seen "Curse of the Werewolf"?

SNAKE
Nope.

PARA-MEDIC
There's this young woman who's in the service of a nobleman. She can't stand the cruel treatment she's given and runs away from the castle.

PARA-MEDIC
She collapses in the woods, but is saved by a scholarly couple from a nearby town. In the end she dies giving birth to a baby boy.

PARA-MEDIC
That boy undergoes a strange transformation every time the moon is full. Before he knows it, he's turning into a werewolf and killing people.

PARA-MEDIC
The terrible curse grows so bad that he can no longer control himself and starts to hurt the ones he loves.

SNAKE
Poor guy.

PARA-MEDIC
It's frightening when you can't take responsibility for your own actions. You be careful, too. Don't do anything you might regret later.

SNAKE
That's why I call and SAVE with you, right?

PARA-MEDIC
It's more than just that. Don't you ever forget to look where you're going and rush out where the enemy can see you, or use too much ammo or too many items.

PARA-MEDIC
Acting without thinking can be dangerous. Always pay attention to your surroundings and know what's going on around you. ...Eh?

PARA-MEDIC
Snake, above you!

SNAKE
looks up instantly !?

PARA-MEDIC
Nice reflexes. Keep that up and you'll do fine.

SNAKE
Right...

Post-save conversation (26)

PARA-MEDIC
Snake, have you ever seen "The Thing"?

SNAKE
No... don't think so.

PARA-MEDIC
The corpse of an alien life form is found in the Arctic and taken back to a base.

PARA-MEDIC
When the corpse thaws out, it comes back to life and starts attacking the scientists and soldiers in the base.

SNAKE
Scientists and soldiers, huh? They sure have it rough.

PARA-MEDIC
The victims in these kinds of movies are usually soldiers or scientists. They get their blood sucked by the alien.

SNAKE
If I see any aliens, I'll be sure to keep my distance.

PARA-MEDIC
Knowing you, you'd probably catch it and eat it...

Post-save conversation (27)

PARA-MEDIC
Hey Snake, have you ever seen "Frankenstein"?

SNAKE
No.

PARA-MEDIC
The scientist Dr. Frankenstein succeeds in creating a human being out of dead body parts.

PARA-MEDIC
But his creation escapes from the laboratory and heads down to the nearby town. The creature is physically strong, but mentally he's like an innocent child.

PARA-MEDIC
So his emotions drive him to kill people, and he doesn't even understand what he's doing.

PARA-MEDIC
The scene where he's playing with flowers with a little girl by the side of a lake sent chills down my spine.

SNAKE
A classic tale about the dangers of rapid scientific progress. When human beings become too powerful, they lose their ability to think rationally.

PARA-MEDIC
Really makes you think, doesn't it? Especially nowadays.

Post-save conversation (28)

PARA-MEDIC
Snake, have you seen "Abbott and Costello Meet Frankenstein"?

SNAKE
Hmm... no.

PARA-MEDIC
Abbott and Costello play delivery men who have to deliver a box to a spooky mansion. But what they don't know is that inside the box are Frankenstein and Wolf Man.

PARA-MEDIC
Then Dracula shows up and they get chased around by the monsters. It's a comedy with an all-star monster cast.

SNAKE
Sometimes tragedy can be funny.

Post-save conversation (29)

PARA-MEDIC
Snake, have you seen "The Incredible Shrinking Man"?

SNAKE
Uh uh.

PARA-MEDIC
It's about this guy whose body starts shrinking after he's exposed to a combination of radiation and insecticide. After a while, he's being stalked by tiny spiders and his pet cat.

PARA-MEDIC
Imagine that, Snake. The guy's body just keeps getting smaller and smaller.

SNAKE
I thought you were a doctor.

PARA-MEDIC
Yeah, so?

SNAKE
So how can you get so excited about a story you know could never happen in real life?

PARA-MEDIC
Whether I'm a doctor or not has nothing to do with it. It's a movie. You can't expect it to follow the same rules as real life, can you?

PARA-MEDIC
It's the same no matter who you are. Movies are fun because they take you away from your everyday life.

SNAKE
Even though they're not real?

PARA-MEDIC
BECAUSE they're not real. You need to loosen up, Snake.

SNAKE
Yeah, maybe...

PARA-MEDIC
Although in your case, reality might be more exciting than the movies.

Post-save conversation (30)

PARA-MEDIC
Snake, have you ever seen "The Quatermass Xperiment"?

SNAKE
Nope.

PARA-MEDIC
These three astronauts go up in a test rocket. Two of them get vaporized, but the third comes back with a bizarre change in his body.

PARA-MEDIC
After conducting an investigation, they discover that the astronauts were attacked by an alien life form.

PARA-MEDIC
But then the surviving astronaut escapes and starts looking for prey.

SNAKE
Prey?

PARA-MEDIC
Anything he touches with his hand has the energy sucked out of it. Every time that happens, his body gets bigger and bigger.

PARA-MEDIC
... Space is a scary place. You never know what's out there waiting.

SNAKE
Yeah. Even if your body doesn't change, your mind might never be the same.

PARA-MEDIC
Yeah. That's what I've heard happens.

Post-save conversation (31)

PARA-MEDIC
Snake, have you ever seen "The Day the Earth Stood Still"?

SNAKE
Never heard of it.

PARA-MEDIC
It's about this man who comes to Earth in a flying saucer and warns us humans against using nuclear power to make war.

PARA-MEDIC
But when the human race fails to meet his demands, he causes all motion on the face of the Earth to come to a standstill.

SNAKE
We could really use a visit from that guy right about now.

PARA-MEDIC
He was a friendly alien who wanted peace on Earth.

SNAKE
If only there were more people like him on this planet.

PARA-MEDIC
Let's hope your wish comes true.

Post-save conversation (32)

*If player saves in the cell after being tortured

PARA-MEDIC
Snake...?

SNAKE
groans ...

PARA-MEDIC
Snake?

SNAKE
My mouth hurts when I talk.

PARA-MEDIC
Did you get cut up?

SNAKE
snorts It feels like someone shoved me under a lawnmower... Do me a favor. Tell me a story to take my mind off the pain.

PARA-MEDIC
Snake, have you ever heard of Renfield?

SNAKE
Is that a movie?

PARA-MEDIC
It's the name of a character. He's locked up in a cell, waiting for the master to return, eating the spiders that crawl along the walls.

SNAKE
Change the channel.

PARA-MEDIC
He waits and waits for ages. Finally, just as he's beginning to forget whether he's human or not, the master comes for him, saying "the time has come." Renfield is overjoyed.

SNAKE
Wait, isn't this...

PARA-MEDIC
The master spreads his huge wings, and a gust of wind fills the cell.

SNAKE
C'mon, I don't want to hear this...

PARA-MEDIC
And there, standing before Renfield in human form, was...

SNAKE
Dracula...!

PARA-MEDIC
Exactly! If you stay there too long, your old buddy Dracula's going to come and get you, too. So you'd better start thinking of a way out of there.

SNAKE
...

PARA-MEDIC
You better not leave me without someone to talk to.

SNAKE
...

PARA-MEDIC
Please, Snake. Think. There's got to be a way out of there.

SNAKE
... I'll try.

PARA-MEDIC
OK. Just let me know if you start having nightmares about Dracula.

SNAKE
...

•Camouflage

What is camouflage?

(1)

SIGINT
Patterned clothing, facepaint, tactical movements - these are the elements of camouflage that will allow you to deceive your enemy.

(2)

SIGINT
To camouflage yourself, first press the Menu Button to check out the Survival viewer.

SIGINT
Then select "CAMOUFLAGE" and you'll see two more options: "FACE" and "UNIFORM."

SIGINT
Choose "FACE" to apply face paint, and "UNIFORM" to change your field uniform. Simple really.

SIGINT
Make sure and choose something that'll match your surroundings.

Choosing a pattern

SIGINT
Your field uniform is not just a set of threads to wear.

SIGINT
To get the max-effect out of your camouflage, you gotta correspond with your environment.

SIGINT
So no matter where you are, make sure to choose a camo pattern that lets you blendin.

Face paint

(1)

SIGINT
Covering your body is a good start, but a bare face will kill even the best camouflage.

SIGINT
If the situation calls for a high Camo Index, you'd better break out the face paint.

(2)

SIGINT
To apply face paint, select "FACE" from the "CAMOUFLAGE" menu in the Survival Viewer.

SIGINT
Then, choose a face paint that blends in with your surroundings.

The Camo Index

SIGINT
The Camo Index, located in the top right corner of the screen, tells you if your outfit is gettin' the job done.

SIGINT
The higher the value of this index, the harder it is for the enemy to spot you.

SIGINT
Try your best to keep the Camo Index as high as possible.

Camouflage and stances

SIGINT
So you've got your uniform and your face paint, but that alone isn't enough to make for good camouflage.

SIGINT
Camouflage means blending in with nature. To make your disguise complete, you've got to keep a low profile and avoid overt movements.

SIGINT
As long as you've got the uniform and face paint workin' for you, and you're lying flat keepin' still, you won't have to worry about being spotted from a distance.

SIGINT
On the flip side, dancin' around your enemy in perfect camo is still a dead giveaway.

SIGINT
So if the enemy's looking for you and he's gettin' too close for comfort, just lay low for the time being.

•Camo Fatigues

Naked

(1)

SIGINT
Snake, what's up? Why are you naked?

(2)

SIGINT
I know there's a "NAKED" option under "UNIFORM" that lets you take off the upper part of your uniform.

SIGINT
But without a shirt on, your camouflage sucks, and your stamina goes down faster. You don't get any advantages whatsoever.

(3)

SNAKE
Sure there are.

SIGINT
Like what?

SNAKE
It feels good.

SIGINT
... Man, you do whatever you want.

SNAKE
I will, thanks. Just one question, though.

SIGINT
What?

SNAKE
Is there a way to take off my pants?

SIGINT
Say WHAT!?

SNAKE
My pants, can I...

SIGINT
Ah, hell no! This FOX Unit is a nut fest!

SNAKE
...

Olive Drab

(1)

SIGINT
I see you're wearing the olive drab uniform.

(2)

SIGINT
Olive drab, or O.D. for short, is the standard battle uniform for G.I.s.

SIGINT
It's a solid-color outfit with no camouflage pattern, so naturally it's not going to be much use as camouflage. I'd change into something else as soon as possible if I were you.

Tiger Stripe

(1)

SIGINT
You're wearing the tiger stripe pattern camouflage, huh?

(2)

SIGINT
Tiger stripe is a forest camouflage. As you may have guessed by the name, it mimics the stripe pattern on a tiger's coat.

SIGINT
It was originally worn by South Vietnamese Marines. Then it caught the attention of an American military advisor, and now they're thinking of introducing it into all kinds of special forces units.

SIGINT
It works best in places with lots of trees and grass, but it should blend in with dirt and mud, too.

Leaf

(1)

SIGINT
Wearing the leaf pattern camouflage, are you?

(2)

SIGINT
Leaf pattern is a forest camouflage created to provide cover in woodland areas.

SIGINT
Now that our involvement in Vietnam looks set to expand, they're thinking about adopting it for official use.

SIGINT
It'll help you blend in especially well when you're hiding in the bushes.

Tree Bark

(1)

SIGINT
So you're wearing the tree bark camouflage.

(2)

SIGINT
Tree bark is a forest pattern created primarily for use by hunters.

SIGINT
It'll give you an exceptionally low profile if you wear it when you're pressed up against a tree.

Chocolate Chip

(1)

SIGINT
Ah, you're wearing the chocolate chip pattern.

SNAKE
Chocolate chip? You mean this camouflage?

SIGINT
Yeah.

SNAKE
I've never heard of a camo pattern called that before...

SIGINT
Yeah, I know. I just thought it up right now. (In reality, It was actually developed during the Gulf War.)

(2)

SIGINT
The chocolate chip pattern is probably designed to provide cover in a desert environment.

SIGINT
It should work best against a sandy or rocky background.

(3)

SNAKE
Makes sense. But why'd you call it chocolate chip?

SIGINT
Cause that's what it reminds me of.

SNAKE
What?

SIGINT
Those little round cookies the Major is always snackin' on.

ZERO
They're not cookies. They're scones.

SIGINT
Major!

ZERO
And it's not a snack. It's afternoon tea.

SIGINT
Snack, tea, same thing.

ZERO
No, it's not! Look here, afternoon tea is a fine old English tradition.

SIGINT
Uh oh. Here we go again. Talk to you later, Snake.

ZERO
The origins of afternoon tea go back to the Victorian Era. Anna Maria, the seventh Duchess of Bedford, was...

Splitter

(1)

SIGINT
Looks like you're wearing the splitter pattern camo.

(2)

SIGINT
Splitter was used quite a bit in World War II on German aircraft and stuff.

SIGINT
The pattern helped mask the plane's attitude and direction in dogfights. Even now, it's still being used as camouflage in some places.

SIGINT
It works best when you wear it against a steel or stone background.

Raindrop

(1)

SIGINT
Wearing raindrop pattern camo, huh?

(2)

SIGINT
Raindrop was used by Germany during World War II. Even now, it's still used a lot in Eastern Europe.

SIGINT
It's designed to be especially inconspicuous in the rain, so you'll get the most out of it if you put it on during a downpour.

Squares

(1)

SIGINT
Looks like you've got the squares pattern on.

(2)

SIGINT
Squares is a mountain camo that's basically a bunch of square patterns.

SIGINT
It might look conspicuous at first glance, but it actually blurs the contours of the person wearing it and makes them more difficult to pick out.

SIGINT
It should give you a low profile against reddish backgrounds, like bricks and rusty metal.

Water

(1)

SIGINT
Wearing the water pattern, are we?

(2)

SIGINT
The water pattern was used a lot by the old German Defense Force.

SIGINT
Even though it's called the water pattern, it wasn't designed specifically to blend in underwater.

SIGINT
They only gave it that name because the pattern resembles the waves on the surface of a pool of water.

SIGINT
But still, it really does look like it could be confused for liquid waves. It might conceal you underwater.

Black

(1)

SIGINT
So, you're wearing the black camouflage.

(2)

SIGINT
The black uniform isn't really camouflage.

SIGINT
It was intended to have a psychological shock effect on enemies in hostage-rescue operations and stuff like that.

SIGINT
But it should also make you pretty hard to see if you wear it in a dark environment. And it might also work on black, earthy surfaces like you'd find in swamps.

Snow

(1)

SIGINT
The camo pattern you're wearing now is called snow.

(2)

SIGINT
Snow, as you might have guessed, is a winter camouflage developed to provide cover in a snowy environment.

SIGINT
It's not solid white, though. It's got a little bit of vegetation pattern mixed in, too.

SIGINT
It should work pretty well if you wear it against a white background.

Sneaking Suit

(1)
*If player is wearing Sneaking Suit

SIGINT
Those are some funky clothes you're wearing.

(2)
*If player has obtained Sneaking Suit but isn't wearing it

SIGINT
Looks like you got yourself some funky clothes there.

(3)

SNAKE
Yeah. It's called a sneaking suit.

SIGINT
Sneaking suit? What's that all about?

SNAKE
I'm not sure, but it looks like what The Boss was wearing...

SIGINT
Huh. Well, whatever it is, it's a fine piece of work.

SIGINT
The suit seems to be made of some kind of special bulletproof fiber. Wearing it should reduce all the damage you take by half.

SIGINT
The waterproofing and heat and moisture insulation are top-notch. Just having it on will reduce the amount of stamina you burn.

SIGINT
It even increases your overall Camo Index. You got yourself a keeper, Snake.

SNAKE
Yeah. Maybe we should make it the official uniform of FOX.

Scientist uniform

(1)

SIGINT
So, you're wearing the scientist uniform.

(2)

SIGINT
Wearing that scientist outfit lets you pose as a scientist.

SIGINT
But be forewarned - you can't equip most of your weapons while you're disguised as a scientist.

SIGINT
Even when you're disguised, your cover will be blown if you get blood on your clothes or something.

SIGINT
If you do get blood on your clothes, take them off and switch to another outfit. The blood stain should come out after a little while.

(3)
*If player is wearing it in a situation other than the lab infiltration

SIGINT
But, uh, Snake...

SNAKE
What?

SIGINT
There's really no point wearing a scientist uniform out there.

SNAKE
Why not?

SIGINT
Why not? Look around you! You see any scientists?

SNAKE
No.

SIGINT
So why are you wearing it?

SNAKE
Because I feel like it.

SIGINT
... Man, you're screwed up.

Officer's uniform

(1)
*If disguise is complete

SIGINT
OK, you're disguised as Raikov.

SIGINT
You ought to be able to pass for the real deal in that outfit.

SIGINT
You can go anywhere you want and nobody's going to ask questions.

SIGINT
But don't forget that you can't equip most of your weapons when you're in disguise.

(2)
*If disguise isn't complete

SIGINT
OK, you're wearing Raikov's uniform. But there's still something missing. I don't think the disguise is going to work unless you make yourself look more like him.

(3)
*After end of Raikov disguise event

SIGINT
You're wearing Raikov's uniform?

SIGINT
But the enemy already knows you disguised yourself as him, and on top of that, you lost your cap.

SIGINT
I don't think that disguise is going to fool anyone anymore.

SIGINT
Besides, that uniform doesn't have any camouflage patterns, so your Camo Index is going to be low.

SIGINT
Don't you think you'd be better off wearing some other kind of gear?

Maintenance crew uniform

(1)

SIGINT
You're wearing a maintenance crew uniform?

(2)

SIGINT
With the maintenance crew uniform on, you can pretend you're one of the workers assigned to the Shagohod hangar.

(3)

SIGINT
But people are going to suspect something's up if you suddenly get down on your belly or start punching somebody. Don't do anything that'll draw suspicion.

(4)
*If player is wearing it outside of the hangar

SIGINT
But there aren't any maintenance personnel around there. All that outfit's going to do is make you stand out.

SIGINT
I'd change into something else if I were you.

Tuxedo

(1)

SIGINT
Snake, what are you wearing now?

SNAKE
A tuxedo.

SIGINT
What, you late for a wedding or something?

SIGINT
Come to think about it, the tuxedo is an all-black outfit. It'll probably help you blend in in a dark environment.

SIGINT
One thing you can't do, though, is equip knife-type weapons. And you can't use CQC, either. Remember that.

Hornet Stripe

SIGINT
Snake, what's that camouflage...?

SNAKE
It's called 'hornet stripe.' I got it from The Pain.

SIGINT
No kidding. Sounds like a pretty unique design. From the looks of it, it's somehow infused with the power of hornets.

SNAKE
The power of hornets?

SIGINT
Sure. When you're wearing that outfit, hornets won't attack you. Neither will spiders or leeches.

SIGINT
You might even be able to tame the ones that come flying out of a hive.

Spider

SIGINT
Hey Snake, what's that you're wearing...?

SNAKE
It's spider camouflage. It used to belong to The Fear.

SIGINT
Is that right? Well, it's not as good as the stuff The Fear was wearing, but it still seems to have a pretty decent amount of stealth capability.

SIGINT
From the looks of it, the wearer uses stamina to power the stealth function.

SIGINT
With this thing on, your Camo Index will stay at a high level no matter where you go.

SIGINT
But if you run out of stamina, the stealth function will stop working. Keep that in mind.

Moss

SIGINT
Snake, what's that you're wearing...?

SNAKE
It's moss camouflage. I got it from The End.

SIGINT
Interesting. It seems to have part of The End's power sealed within it.

SIGINT
If you wear it in a place where the sun shines, you'll automatically recover stamina.

SIGINT
It'll also give you a high rate of camouflage in Svyatogornyj and Sokrovenno, The End's home territory.

Fire

SIGINT
Snake, what's that you're wearing now...?

SNAKE
It's fire camouflage. The Fury had it on him.

SIGINT
That camouflage seems to have fire-resistant properties.

SIGINT
When you wear it, you'll only take half damage from flames and explosions. You won't ever get burned, either.

SIGINT
Sounds like something The Fury would use, all right.

Spirit

SIGINT
Eh? That's some bizarre camo you got on, Snake...

SNAKE
It's spirit camo... I think it was a gift from The Sorrow.

SIGINT
The Sorrow? But he's been... (But I thought he was dead?—wonders if Snake's lost his mind.)

SIGINT
Man, I don't even want to know. Anyway, that camouflage seems to have some kind of special power.

SIGINT
When you're wearing it and grab an enemy using CQC, you can drain stamina out of the enemy while choking him. And you won't make a sound when you move around.

SNAKE
Sounds good.

SIGINT
puzzled ... Tell me the truth. Did you really get that from The Sorrow?

SNAKE
Yeah.

SIGINT
... Hell, the Major says he's been abducted by a UFO, so why not...?

SNAKE
???

Cold War

SIGINT
Snake, what kind of camo is that?

SNAKE
It's called Cold War. Volgin had it with him.

SIGINT
Cold War camo, huh. Well, I suppose the Soviets won't attack you from behind when you've got that thing on.

SNAKE
Really? You mean it's got advantages other than being stylish?

SIGINT
Stylish?

SNAKE
Yeah. Don't you think so?

SIGINT
Ah... sure, whatever you say. (Doesn't think it looks cool at all.)

Snake

SIGINT
Eh? That's some crazy camouflage you got on.

SNAKE
Yeah. It's snake camo.

SIGINT
Snake? Well, I guess it does kind of suit you.

SNAKE
Thanks for the compliment.

SIGINT
... Still, it does look like pretty effective stuff.

SIGINT
It's a good all-purpose camo -- it should give you a high level of cover against just about any type of background.

GA-KO

SIGINT
Snake, what is that stuff you're wearing?

SNAKE
I dunno. It's called GA-KO camo, whatever that means...

PARA-MEDIC
What!?

SIGINT
Para-Medic...?

PARA-MEDIC
You've never heard of GA-KO?

SNAKE
Nope.

SIGINT
Never.

PARA-MEDIC
You must live in a cave or something...

SIGINT
Well, excuse me.

SIGINT
By the way, Snake, that outfit is really killing your Camo Index. Unless you want the enemy to see you, I'd suggest you change your clothes as...

PARA-MEDIC
Why?

SIGINT
Why? Because his Camo Index is...

PARA-MEDIC
Camo Index, shmamo Index.

SIGINT
Hold on now...

PARA-MEDIC
He's wearing the GA-KO suit.

SIGINT
Why?

PARA-MEDIC
Because it looks cute.

SIGINT
Snake, talk some sense into her!

SNAKE
What's wrong with being cute?

SIGINT
... Am I the only normal person around here...?

•Face Paints

Normal

(1)

SIGINT

Eh? You mean you're not wearing any face paint?

(2)

SIGINT

You can take off your face paint by selecting "NO PAINT" from "FACE."

SIGINT

Just select "NO PAINT" when you want to skip wearing any face paint at all.

SIGINT

But your Camo Index is never going to be as high without face paint as it is with it.

SIGINT

Unless you want the enemy to see you, you ought to be wearing face paint.

Woodland

(1)

SIGINT

So, you're wearing woodland face paint.

(2)

SIGINT

The woodland paint is most effective in forest environments.

SIGINT

It'll work best if you use it when infiltrating forest areas.

Black

(1)

SIGINT

Wearing black face paint, huh?

(2)

SIGINT

Painting your face with black paint should give you a high rate of camouflage in dark areas.

Water

(1)

SIGINT
Wearing the water face paint, are you?

(2)

SIGINT
Water face paint should be most effective underwater.

SIGINT
So, put it on when you want to hide in the water.

Desert

(1)

SIGINT
Looks like you got your face painted in desert color.

(2)

SIGINT
Desert is a brown-colored face paint used for operations in mountainous terrain as well.

SIGINT
It should let you blend in well in mountain and desert environments.

Splitter

(1)

SIGINT
Looks like you're using splitter face paint.

(2)

SIGINT
Splitter is an indoor face paint.

SIGINT
Painting your face with splitter should help you blend in better when you're infiltrating a building.

Snow

(1)

SIGINT
You're wearing snow face paint.

(2)

SIGINT
Snow face paint was designed for use in arctic operations.

SIGINT
It's most effective against snowy backgrounds.

Kabuki

SIGINT
Snake, what's that face paint you're wearing?

SNAKE
Kabuki.

SIGINT
Kabuki?

SNAKE
Right. It's used in traditional Japanese theater. Apparently, it gives whoever's wearing it some kind of mystical power.

SIGINT
Get out of here.

SNAKE
That's what I heard.

SIGINT
From who?

SNAKE
Para-Medic

SIGINT
Figures. Well, whatever it does, it doesn't make for very good camouflage.

SNAKE
Really?

SIGINT
Yeah. You should switch to another kind of paint.

SNAKE
But I was just starting to like it...

SIGINT
...

Zombie

SIGINT
Snake, your face paint, it's...

SNAKE
I know. It's called zombie.

SIGINT
Zombie? What does that mean?

SNAKE
Beats me.

PARA-MEDIC
Are you serious!?

SIGINT
Hello, Para-Medic...

PARA-MEDIC
You mean you've never heard of zombies?

SNAKE
Nope.

SIGINT
Never.

PARA-MEDIC
You guys don't know anything.

PARA-MEDIC
A zombie is a dead body that's been cursed and brought back to life by a master of black magic.

PARA-MEDIC
Supposedly, they revive the dead and use them as slaves.

PARA-MEDIC
It's also seen as a kind of punishment - people who commit terrible crimes can be forced to labor even after they're dead.

SNAKE
Interesting... how do you know all this stuff?

PARA-MEDIC
I saw it in movies.

PARA-MEDIC
Like "White Zombie." Never seen it?

SNAKE
Nope.

SIGINT
Can't say I have.

PARA-MEDIC
How about "Plan 9 from Outer Space"?

SNAKE
No.

SIGINT
Missed it.

PARA-MEDIC
You can't just focus on the things you like all the time. You have to expand your horizons, try new things. You guys need to get out more.

SNAKE
... (Look who's talking.)

SIGINT
... Yeah, well, anyway, that face paint doesn't look all that useful.

SIGINT
Go ahead and wear it if you want, but I think you should change to...

PARA-MEDIC
You don't need to change anything.

SIGINT
Why not?

PARA-MEDIC
It makes him look awesome.

SIGINT
...

PARA-MEDIC
Doesn't it?

SIGINT
Look, arguing about it isn't going to get us anywhere. Snake, you do whatever you want.

PARA-MEDIC
It does makes you look cool!

Oyama

SIGINT
Snake, what's with that face paint...?

SNAKE
It's called Oyama.

SIGINT
Oyama?

SNAKE
Yeah. It's the name of an androgynous Japanese deity.

SIGINT
Are you serious?

SNAKE
That's what I heard.

SIGINT
From who?

SNAKE
Para-Medic.

SIGINT
... Nevermind.

SIGINT
In any case, that face paint doesn't seem to work very well. Your Camo Index is way down.

SIGINT
Unless you want the enemy to see you, I'd change to something else.

SNAKE
disappointed Oh... OK...

SIGINT
Let me guess. You were just getting to like it.

SNAKE
It kind of grew on me...

SIGINT
... Fine. Get yourself shot.

Disguise mask

(1)

SIGINT
Ah, you're wearing the mask.

SIGINT
I made it myself. Pretty good work, don't you think?

SIGINT
A while back they were planning to disguise someone as this one GRU officer and send them in to steal some secret documents.

SIGINT
I created the mask for that operation. But then the mission ended up being canceled... And then the Major came and told me to throw it out? Can you believe that guy?

SNAKE
But you didn't throw it out.

SIGINT
Are you kidding? Tossing a superior quality product like that into the garbage without using it would be an insult to science.

(2)
*If player was wearing disguise mask at the start of the game

SIGINT
So I decided to use it to hide your face from the crew of the gunship during the Virtuous Mission.

(3)
*If player wasn't wearing disguise mask at the start of the game

SIGINT
So I decided to sneak it into your gear.

(4)

SNAKE
OK... but is it really that big of a deal?

SIGINT
Of course it is.

SNAKE
What's so great about it?

SIGINT
Everything.

SIGINT
But if I had to pick one reason, I'd have to say it's because it's the first mask ever that can blink its eyes.

SNAKE
What about the lips?

SIGINT
What's that?

SNAKE
Can it open its mouth?

SIGINT
Ha ha ha! That's a good one, Snake. You're crazy, man.

SNAKE
I'm serious...

SIGINT
Are you even listening to me, Snake? Where's your common sense!? Damn! (In Sigint's mind, the reason for this is self-explanatory.)

SNAKE
S... sorry...????

•Weapons

Cigarette Knockout Gas Gun

(1)

SIGINT
So you found yourself a cigarette-shaped narcosis gun.

SIGINT
The cigarette-shaped narcosis gun is just what the name says - a sleeping gas gun shaped like a cigarette.

SIGINT
It must be a test model that Granin's lab is working on for KGB spies.

SIGINT
Equip it and press the Weapon Button to fire sleeping gas. It's got a short range, but any enemy that gets hit by the gas will be knocked out cold.

(2)
*During lab infiltration

SIGINT
You can't be seen with a weapon while you're disguised as a scientist.

SIGINT
But you ought to be able to equip that cigarette gun without attracting any attention.

SIGINT
Make the most of it.

Knockout Handkerchief

(1)

SIGINT
Ah. A handkerchief soaked with a knockout drug, you say?

SIGINT
With that thing, I'll bet you could put the enemy to sleep just by grabbing them in CQC.

SIGINT
You could also press the Weapon Button to wave the hanky around and spread the knockout drug that way.

SIGINT
But there's only enough drug for one use, so you'll have to go soak it if you want to use it again.

SIGINT
You should be able to find some sort of anesthetic around there. (From a mushroom.)

Tranquilizer Gun

(1)

SIGINT
The Mk22 is a tranquilizer gun. You can use it to take enemies down without hurting them.

SIGINT
The thing is, the amount of time it takes for the tranquilizer to work depends on which part of the body the dart hits.

SIGINT
If you need to drop an enemy in one shot, aim for the head.

(2)

SIGINT
The Mk22 can also be equipped with a suppressor. With a suppressor equipped, you won't need to worry about anybody hearing the shot.

(3)

SIGINT
But, the suppressor will deteriorate each time the gun is fired.

SIGINT
The durability of your suppressor is displayed on the weapon icon whenever the suppressor is equipped. Be sure to keep an eye on it.

(4)

SIGINT
A suppressor can be unequipped by pressing the Enter Button while the Weapon Window is open.

SIGINT
It's a good idea to take the suppressor off a gun when you don't need it.

Torch

(1)

SIGINT
A torch? A little primitive but, a light's a light.

SIGINT
From what I can tell, that torch is made of white birch dipped in turpentine.

SIGINT
It burns long, so I don't think you'll have a problem with it burnin' out on you.

SIGINT
If you equip it and press the CQC Button, you can use it to smack the enemy.

SIGINT
You can also swing it around by pressing that button repeatedly. Useful when you need to clear the room of bats and stuff.

SIGINT
With the Weapon Button, you can light and extinguish the torch, so make sure that thing is out if an enemy is closing in. Get used to it.

(2)

SIGINT
The light from the torch is visible from a long way off, though.

SIGINT
It probably goes without saying, but marching into battle with a torch in your hand is not the sanest course of action.

SIGINT
You should only light a torch when you're someplace like a cave where you can't find your way around without a light.

SNAKE
Yeah, I hear you.

Grenade

SIGINT
Gonna use a grenade huh?

SIGINT
That's an RGD-5, the standard blast-fragmentation grenade of the Soviet army.

SIGINT
The grenade itself is composed of two steel-plated casings. Each of those casings has an inner fragment liner that causes it to burst into over 300 shards when the grenade explodes.

SIGINT
The grenade will deliver heavy damage to any enemies within its blast area.

SIGINT
The safety pin is on the opposite side relative to the M26, so be sure to hold the safety lever down with your finger when you grip it.

SIGINT
The safety is released when you actually throw the grenade, and it'll explode about three seconds later.

SNAKE
So what you're saying is, it won't explode in my hand while I'm holding it? (Up until MGS2, grenades would always explode several seconds after the button was pressed, whether the player had thrown them or not.)

SIGINT
(Why wouldn't they?) Of course not!

SNAKE
Oh... (A little sad since until the last game they would explode regardless.)

SIGINT
To throw a grenade, press and release the Weapon Button. Remember that how far you throw it depends on how hard it's pressed.

SIGINT
Press lightly if you want to drop it close to you, and press harder if you want to lob it away.

SIGINT
It'll probably be easier to control your throw if you do it in First Person View.

White Phosphorous Grenade

(1)

SIGINT
You're thinking of using a white phosphorus grenade?

SIGINT
Like the name says, a white phosphorus grenade is one that uses white phosphorus to create an incendiary effect.

SIGINT
White phosphorus grenades were used by the U.S. military during World War II. Back then, they were known as "Willy Petes," after the first two letters of "white phosphorus."

SIGINT
The one you've got there is probably the exact same thing.

SIGINT
White phosphorus is a white, waxy substance that spontaneously combusts when it reacts with oxygen.

SIGINT
The combustion temperature is over 5,000 degrees Fahrenheit. Any human targets within the area of effect when it explodes are going to get seriously burned.

SIGINT
Just make sure you don't accidentally set yourself on fire.

(2)

SIGINT

If your body does catch on fire, either plunge into some water or take off the burning clothes and put on new ones.

SIGINT

Rolling repeatedly should put the flames out pretty quick, too.

Stun Grenade

SIGINT

Hmm, I've never seen a grenade like that one before.

SIGINT

There are two basic types of grenades: fragmentation grenades, which use shrapnel to kill or maim the target, and explosive grenades, which use the blast from the explosion as the offensive means.

SIGINT

But the grenade you've got there isn't either of those.

SIGINT

My best guess is that it's meant to knock the enemy out without hurting them.

SIGINT

Most likely it's an entirely new kind of weapon developed exclusively at Groznyj Grad.

SIGINT

I've heard that the SAS is working on a low-impact grenade for training purposes... but I never thought they'd be used in an actual battle...

SIGINT

The flash of light that occurs when the grenade explodes is probably produced by magnesium. It's the same stuff that's used in camera flashes.

SIGINT

I'm thinking they cut down on killing power by reducing the amount of explosives and made up for it by making the flash and bang so strong that it overwhelms the enemy's senses.

SIGINT

I guess you could call it a "stun grenade."

SNAKE
If I'm going to be stunned, I'd rather it be by a woman.

SIGINT
Snap out of it. Anyone around when that thing goes off'll be laid out.

SIGINT
It ought to come in handy when you're trying to storm a room, or when you don't want to kill the enemy.

Smoke Grenade

(1)

SIGINT
Thinking of using a smoke grenade, huh?

SIGINT
As you might expect, smoke grenades can be used to create a smoke screen.

SIGINT
The combustion agent is a mixture of zinc oxide, ammonium chloride, aluminum, and some other stuff.

SIGINT
When it explodes, it releases a thick cloud of grayish-white smoke that resists dispersion. That should provide some nice cover.

SIGINT
The smoke will confuse the enemy by blocking their field of vision. That'll help you out when you're trying to make a quick getaway.

SIGINT
It also works the other way around - you can use it as cover to sneak up on an enemy position.

(2)

SIGINT
The smoke screen should work just as well when you're being chased by dogs, too.

Chaff Grenade

SIGINT
That's a weird grenade you got there.

SIGINT
From what I can tell, it's an anti-electronics weapon that works by scattering a bunch of metal foil in the air to interfere with radio signals.

SIGINT
Call it a chaff grenade, if you will.

SIGINT
By using a chaff grenade, you can disrupt the function of enemy radios and electronic devices for a short period of time.

SIGINT
The enemy won't be able to make radio contact and it'll disable surveillance cameras. It should also throw off guided missiles, too.

SIGINT
But keep in mind that as long as the chaff is in effect, you won't be able to use your motion detector or active sonar, either.

Magazine

SIGINT
You say you're using a magazine?

SIGINT
A magazine is what's left when you empty the clip of a gun.

SIGINT
But what do you plan to do with it?

SNAKE
I'm going to throw it.

SIGINT
Throw it?

SNAKE
Yeah. The sound it makes when it hits the ground will distract the enemy's attention.

SIGINT
Ah... a diversion!

SIGINT
Guess state-of-the-art weapons aren't the only things that determine victory or defeat.

Survival Knife

SIGINT
Ah, you're using the survival knife.

SNAKE
Yeah. This thing provides me with all the bare essentials I need to survive in the field.

SIGINT
Hey, wait. What'd you do with the knife I made you? That was a work of art. It had matches and fishhooks and thread and stuff in the grip.

SNAKE
Sorry to have to tell you this, but that thing is useless in a fight.

SIGINT
No way! Really?

SNAKE
Yeah. When the grip is hollowed out like that, there's not as much space to stabilize the blade.

SNAKE
So the joint between the blade and the grip is weaker. That makes it easier to break.

SIGINT
I get it. You're right - with your knife, you don't have to worry about it breaking no matter how much you swing it around.

SIGINT
So the important thing is durability... Man, I gotta write this stuff down.

SIGINT
Next time, I'll make it so the matches and fishhooks go in the sheath instead.

SNAKE
... (That wouldn't be helpful either.)

Fork

(1)

SIGINT
Snake, what do you have in your hand?

SNAKE
A fork. Why?

SIGINT
A fork? What'd you do with your knife? It ain't dinner time yet!

SNAKE
Sigint, you have to think bigger than that. A fork's good for more than just eating dinner.

SIGINT
Oh yeah? Like what?

SNAKE
It's a weapon.

SIGINT
A weapon?

SNAKE
Yeah. I can use it with the Weapon Button the same way I use the survival knife.

(2)

SNAKE
Of course, it's not going to be much use for CQC.

(3)

SNAKE
This mission is all about procuring on-site. I have to use whatever limited equipment I can find any way I can to achieve my objective.

SNAKE
So, I have to make the most out of every item by adapting them to different situations.

SNAKE
Take this fork, for instance. At first glance it looks useless, but it can be an effective weapon if used the right way. You have to learn to think flexibly and see all the different possibilities.

SIGINT
Think flexibly, huh... Thanks for the advice, man.

SNAKE
No problem. And the best part is, if I use this to spear a snack, I can eat it right there without having to put it in my backpack first.

SIGINT
... I knew it! You ARE using it to eat!

EZ GUN

(1)

SIGINT
Aha, you're using the EZ GUN.

SNAKE
Yeah. What is this gun, anyway? I've never seen anything like it...

SIGINT
Of course you haven't. It's a noise-suppressed tranquilizer gun I designed especially for FOX.

SNAKE
A noise-suppressed tranquilizer gun? But it doesn't have a (suppressor)...

SIGINT
It doesn't need a suppressor.

SNAKE
What do you mean?

SIGINT
The noise-suppressing mechanism is built into the tranquilizer rounds themselves.

SIGINT
The inside of the powder case contains a tiny piston. It's set up so that when the firing gas pushes the piston, the piston pushes the bullet out of the chamber.

SIGINT
The firing gas is sealed within the chamber by the piston, preventing it from escaping outside. That's why there's no sound when it fires.

SNAKE
Fascinating...

SIGINT
While I was at it, I also fitted it with an experimental laser sight. That ought to give you a good aim even when you're shooting from the hip.

(2)

SIGINT
And just having the EZ GUN equipped makes it tougher for your Camo Index to drop.

SNAKE
Wow.

(3)

SIGINT
And it'll help you recover your stamina.

SNAKE
Nice.

(4)

SIGINT
And you won't make a sound when you walk.

SNAKE
Good to know.

(5)

SIGINT
On top of all that, it looks just like a Liberator.

SNAKE
... A what?

SIGINT
A Liberator. We supplied them to the Resistance in Europe during World War II. They look alike, don't they?

SNAKE
... Yeah.

SIGINT
To be honest, that's the part I had the most trouble with. Getting the feature I just mentioned to work in a gun of that size and shape wasn't easy.

SNAKE
But why?

SIGINT
Why what?

SNAKE
Why'd you go to all the trouble of making it look like a Liberator?

SIGINT
Cause it looks cool, man. Why d'you think?

SNAKE
...

Mk22

SIGINT
The weapon you've got equipped now is a prototype model of the Mk22, a suppressor-equipped pistol currently in development by the Navy. It's been modified to act as a tranquilizer gun.

SIGINT
The Mk22 is a heavily modified special ops version of the M39 pistol used as a sidearm by the SEALS.

SIGINT
Probably the biggest change from the M39 is that it's got a longer barrel, which allows it to be equipped with a suppressor.

SIGINT
And it uses a slide-lock mechanism. That makes it a lot quieter, but it also means you have to load a new round into the chamber by hand every time you fire.

SIGINT
It's also fitted with tall adjustable sights, so you can use the front and rear sights to line up your shot even with a suppressor attached.

SNAKE
Looks like they got rid of the magazine safety, too.

SIGINT
Good eye. That feature wasn't too popular with guys like you who know their guns.

SIGINT
The shear release lever's been taken off as well, meaning the hammer won't fall even with the safety on.

SNAKE
So I can just cock and lock?

SIGINT
That and you get the added bonus of not having any mechanical noise from decocking, even with the safety on.

SIGINT
The perfect pistol for a sneaking mission, huh.

M37

SIGINT
Ah, I see you got yourself an M37.

SIGINT
The M37 is a 12-gauge pump-action shotgun.

SIGINT
Don't expect any kind of accuracy from a distance, but one blast will send the enemy flying, and it's got some serious firepower too. Good thing to have with you in close-range combat.

SIGINT
It takes awhile to reload, though, so plan accordingly.

SIGINT
The thing that really distinguishes the M37 is that it's light weight.

SIGINT
It's about 2 pounds lighter than other shotguns. In fact, it's so light that it's been nicknamed the "Featherlight."

SNAKE
Yeah, and to top it off, this one's had its barrel and stock sawed off.

SIGINT
That's probably a modification to make it easier to wield in the jungle. Those Soviet boys know what they're doing.

SIGINT
I guess the other distinguishing feature would be the lack of an ejection port on the side of the receiver.

SNAKE
Ambidextrous, huh.

SIGINT
Exactly. It's been designed so you can use it left-handed or right-handed with equal ease.

SIGINT
But that's not all. The low number of apertures means that it won't get jammed up as much with mud and dirt when you use it out in the field.

SIGINT
This weapon is made for the jungle.

SNAKE
Good to know.

SNAKE
But what are they doing with an American-made shotgun?

SIGINT
Good question. I guess they could be doing research on Western weapons, but...

SIGINT
Did you ever hear about the SAS using shotguns in jungle combat in Malaya?

SNAKE
Just stories.

SIGINT
In the jungle, you're always running into the enemy when you least expect it. The SAS found the shotgun to be extremely effective delivering massive firepower in a short period of time.

SIGINT
Because of that, lately a lot of point men are starting to use shotguns as their weapon of choice.

SIGINT
Volgin's men might be trying that tactic out for themselves.

M1911 (standard)

(1)

SIGINT
Hey, you've got an M1911A1.

SNAKE
Yeah. a .45. Fifty years since the Army adopted the first model, and they're still using them. It's a real gem of an automatic pistol.

(2)

SIGINT

But aren't you going to need more than just one little handgun?

SNAKE

Not at all.

SNAKE

When you're in a tight spot or fighting in close quarters, sometimes a handgun works better than a rifle.

SNAKE

And if I equip a knife at the same time, I can instantaneously switch over to hand-to-hand combat.

SIGINT

I see.

(3)
*If player has received the customized model from EVA

SIGINT

That .45 you've got there is a lot different from the original, though.

SIGINT

Looks like someone did some serious work on it.

-->Sigint Radio Conversation: M1911 (custom)

M1911 (custom)

*If player heard the "M1911 (standard)" conversation before The Boss field stripped it

(1)

SIGINT

So you've got an M1911A1, huh?

SNAKE

Yeah. EVA gave it to me. She said it used to belong to a Western officer.

SIGINT

Looks like someone did a little work on it, too.

(2)

SNAKE
It's more than a little.

SNAKE
First of all, the feeding ramp is polished to a mirror sheen. It's not going to have any feeding problems.

SNAKE
The slide's been replaced with a reinforced version. And it meshes perfectly with the frame.

SNAKE
The frame itself has been iron-welded and scraped down multiple times for maximum precision.

SNAKE
The front strap part of the frame has been checkered to make it dig into the hand. That prevents any slipping.

SNAKE
The sight system's original, too.

SNAKE
It's a 3-dot type. It's got an enlarged front sight, giving it superior target sighting capability.

SNAKE
The regular hammer's been replaced with a ring hammer.

SNAKE
That enhances the cocking control and increases the hammer-down speed.

SNAKE
They also reworked the grip safety to accommodate the ring hammer. Looks like they eliminated it altogether. This is a tool for pros.

SNAKE
The thumb safety and the slide stop are extended to allow for more precise handling.

SNAKE
The base of the trigger guard is whittled down, so you can use a high grip.

SNAKE
And the trigger itself is a long type for easy finger access.

SNAKE
The trigger pull is about 3.5 pounds. That's about a pound and a half lighter than normal.

SNAKE
The magazine well has been widened to make it easier to put in a new magazine.

SNAKE
The magazine catch button has been cut down low to make it harder to hit it by mistake.

SNAKE
The mainspring housing has been changed to a flat type to increase grip. And it's even been fitted with stepping so that it doesn't slip from the recoil when firing.

SNAKE
On top of that, they added cocking serrations to the front part of the slide. That lets you load and eject cartridges faster in an emergency.

SNAKE
Whoever did this is a professional. No question - this thing could shoot a one-hole at 25 yards in a machine rest.

SIGINT
Well, I'll be damned. That's some gun.

SNAKE
Yeah. I've never used a weapon this fine in my life.

Single Action Army

SIGINT
You say you're using a single action army?

SIGINT
The single action army was first manufactured in 1873. It's been in production ever since then, except for a short hiatus.

SIGINT
People started calling it the "single action army" after the Army adopted it as their official sidearm in 1875.

SIGINT
It's also sometimes called the "Peacemaker," owing to the fact that a lot of sheriffs used it to keep law and order in the old West.

SIGINT
There are a lot of different models. The one you've got is probably the "Black Powder" model.

SIGINT
The single action army uses .45 Long Colt rounds. It's powerful enough to fire a 255-grain bullet at an initial velocity of 800 feet-per-second.

SIGINT
The muzzle energy is almost 10% higher than the .45 ACP bullets the M1911A1 uses.

SIGINT
You want stopping power? You got it!

SIGINT
The only thing is, it takes a while to reload.

SIGINT
This is a gun with history. You can do all sorts of tricks with it. Why don't you practice with it for a while? Go into First Person View and use the right analog stick.

Patriot

SIGINT
Using the Patriot, eh?

SNAKE
Yeah. It's the same one The Boss was using.

SIGINT
Where'd you get it?

SNAKE
Hmm?

SIGINT
I said, where'd you get it?

SNAKE
trying to dissuade him Sigint, don't get worked up over details. (This is acquired as a reward item after finishing the game once.)

SIGINT
???

SIGINT
Whatever. Anyway, the Patriot is a one-of-a-kind sidearm made especially for The Boss.

SIGINT
It's basically an XM16E1 with the barrel cut short and the stock taken off.

SIGINT
The idea was to create a large pistol that combined the feel and quick handling of a handgun with the force of a rifle.

SIGINT
But with a barrel that short, the recoil is unbelievable. It's tough to aim, but it more than makes up for it in firepower.

SIGINT
From the looks of it, it's fitted with a 100-round drum magazine... and it never runs out of ammo?

SNAKE
Never.

SIGINT
Why is that?

SNAKE
like this is all perfectly normal Because the internal feed mechanism is shaped like an infinity symbol. (This is common knowledge for the characters in this universe—e.g., how wearing a bandana with the infinity symbol embroidered on it bestows infinite ammo.)

SIGINT
sees what he means Ah, I get it. Yep, that'll give you unlimited ammo.

Scorpion

SIGINT
I see you're equipped with a Scorpion.

SIGINT
The Scorpion is a new type of small submachine gun made in Czechoslovakia.

SNAKE
I've heard of it, but...

SIGINT
... But you've never used one, right? Well, they only started making it three years ago, after all.

SIGINT
There are a bunch of different models of Scorpion... What kind of rounds does that one take?

SNAKE
.32ACP.

SIGINT
Then it's gotta be the Vz-61.

SIGINT
The Scorpion is different from a lot of other submachine guns in that it operates on a closed bolt system.

SIGINT
So you get a high degree of precision even when firing in semi-auto mode.

SIGINT
Another special feature on the Scorpion is the rate reducer, a mechanism that also functions as a shock absorber.

SIGINT
What it does is lock the bolt in place for a split second when it's in the rearward position.

SIGINT
That keeps the firing rate down to a reasonable level, and also helps make the gun easier to control when firing in full-auto mode.

SIGINT
The Scorpion's firing rate is 750 rounds per minute. It ought to be a heck of a lot easier to control than the MAC11, which has a rate of 1200 rounds per minute.

SIGINT
You should be able to handle it with one hand no problem in semi-auto mode. In full-auto mode, you could probably manage short bursts.

SIGINT
And it looks like that one's fitted with a laser sight, too.

SIGINT
The Soviets probably developed this one on their own.

SIGINT
You can't use the Aim Button to aim from the shoulder, but with the laser sight accuracy it shouldn't be that big of a problem.

XM16E

SIGINT
Snake, you've got a...

SNAKE
I know. It's some new kind of rifle out of the West. Looks kind of like a "black rifle"...

SIGINT
No, it's not an AR-15. It's an XM16E1, a top-of-the-line rifle that the Army adopted recently on a trial basis.

SIGINT
The U.S. military was working on a new concept for a light infantry weapon from the late 40s through the mid 50s.

SIGINT
In the end, they decided they wanted a .22-caliber, high muzzle velocity rifle with full-auto capability.

SIGINT
What they came up with was the AR-15, the so-called "black rifle."

SIGINT
The one you've got there, the XM16E1, is a modified AR-15 that's been fitted with a bolt forward assist.

SIGINT
I heard they're doing performance evaluations down in Southeast Asia.

SNAKE
So they captured one in Vietnam and brought it here?

SIGINT
That's my guess.

SIGINT
But that thing looks a lot different from a regular XM16E1.

SIGINT
There must have been a gunsmith present at the field tests who made all these modification on the spot.

SIGINT
The fact that it's painted in camouflage colors shows that more and more people these days are starting to realize the importance of camouflage.

SNAKE
They made it so it takes a suppressor, too.

SIGINT
Yep. That's a nice feature to have for a recon unit on a sneaking mission deep in enemy territory.

SIGINT
You can attach and detach the suppressor by opening the Weapon Window and pressing the Enter Button.

SIGINT
Oh, and the firing mechanism's been modified to enable three-shot bursts.

SNAKE
Why the hell would they do that?

SIGINT
These days, a lot of new recruits aren't used to firing in full-auto mode. They have no trigger control and end up emptying the whole clip at once.

SIGINT
Maybe they were experimenting with ways to prevent that and came up with the burst mechanism as a possible solution.

SNAKE
Stupid idea if you ask me.

SIGINT
Hey, give it a chance, it might come in handy.

SIGINT
Open the Weapon Window and press the Action Button to switch between semi-auto, full-auto, and 3-shot burst modes.

SIGINT
Have fun with that.

AK-47

SIGINT
Got yourself an AK-47, huh?

SIGINT
The AK-47 is the official assault rifle of the Soviet army.

SIGINT
The first model was completed in 1946, and in '49 it beat out all its competitors to become the standard assault rifle of the Soviet military.

SIGINT
It uses 7.62 mm x 39 rounds, developed in 1943, and a 30-round box magazine originally designed for a different assault rifle.

SIGINT
You can aim it from the shoulder by equipping it in First Person View and holding down the Aim Button.

SIGINT
It's sturdy and extremely reliable, with high power and precision. There's no better assault rifle in the world.

M63

SIGINT
I see you got yourself an M63.

SIGINT
The M63 is an American-made system weapon.

SNAKE
Yeah, I've heard of it before, but...

SIGINT
... But you've never got your hands on one? Doesn't surprise me - it's brand new. They only developed it last year.

SIGINT
I'm thinking they probably captured some in Southeast Asia and sent them back for research.

SIGINT
The term "system weapon" refers to a design where most of the parts are interchangeable, allowing you to create a lot of different variations from a single original model.

SIGINT
Using a set of basic components as the core, you can mix and match parts to create any number of different weapons. It's like a convertible rifle.

SIGINT
By switching barrels and magazines around, you can make everything from an assault rifle and a carbine to a light machine gun and even a belt-feeding medium machine gun.

SIGINT
Not only does this save the trouble of having to organize a bunch of different weapons on different lines, but it also has the added benefit of cutting down on the amount of training needed foreach soldier.

SIGINT
Most of the parts are made by press work and lost-wax casting, so they can be manufactured in countries that lack a developed technological base.

SNAKE
Nice touch.

SIGINT
The variation you've got there is the belt-fed light machine gun. It was originally designed for use in squad support missions.

SNAKE
It's a lot lighter than the M60.

SIGINT
Yeah. You won't find a lighter-weight light machine gun than that.

SIGINT
It ought to be pretty easy to handle in the jungle. Make good use of it.

Dragunov

(1)

SIGINT

Ah, you've got an SVD.

SIGINT

That's the Soviets' top-of-the-line semi-automatic sniper rifle, adopted just last year.

SIGINT

SVD stands for the Russian words that mean "Dragunov semi-automatic sniper rifle."

SIGINT

For a long time, the standard Russian sniper rifle was the Mosin Nagant.

SIGINT

But at the beginning of the 1950s, when Soviet troops started carrying automatic rifles and assault rifles, the need for an automatic sniper rifle increased.

SIGINT

The SVD was developed to fulfill that need.

SIGINT

It can use the same ammo as the Mosin Nagant, 7.62 mm x 54 rimmed cartridges, but they developed a new type of ammo with a tighter firing pattern to go along with it.

SIGINT

I heard that these new rounds have a steel core and are 2.5 times more precise than regular rifle bullets.

SIGINT

Nothing can match that thing in terms of precision. Try it out for yourself and see how powerful it is.

(2)

SIGINT

When you equip a sniper rifle, you'll go straight into First Person View.

SIGINT

Once you're in position, press the Aim Button to look through the scope. The trigger is the Weapon Button, as usual.

SIGINT
You can change the magnification on the scope by pressing the Action Button.

SIGINT
You can fire from a standing position, but your aim will be a heck of a lot steadier if you're lying down.

SIGINT
Try it out.

Mosin Nagant

SIGINT
You're using a Mosin Nagant?

SNAKE
Yeah. It's what The End was using.

SIGINT
I see.

SIGINT
The M1891/30 Mosin Nagant is a real beauty of a bolt-action sniper rifle. It's been in use since World War II.

SIGINT
Mosin Nagants are created by selecting the best-made weapons out of the regular M1891/30 rifle production line for their high precision and upgrading them to sniper rifles.

SIGINT
They add an optical sight, make the trigger pull lighter, bend the charging handle underneath - that kind of stuff.

SIGINT
The Mosin Nagant has been known far and wide since the war for its superior capabilities.

SIGINT
They were so highly valued that a lot of German snipers on the eastern front preferred to use captured Mosin Nagants instead of their own rifles.

SIGINT
It looks like The End took the one he'd been using since the war and modified it to fire tranquilizer rounds.

SNAKE

Yeah. It's also been fitted with a folding stock and a pistol grip.

SIGINT

Maybe for parachute jumps? Well, I dunno why he did it, but that's the tool of a legendary sniper. It's got to be a fine piece of work.

SIGINT

But remember - the Mosin Nagant is a bolt-action rifle, so you'll have to load a new tranquilizer round into the chamber by hand every time you fire.

SIGINT

That means no repeat firing. One shot, one kill.

RPG-7

SIGINT

You're using an RPG-7, huh?

SIGINT

The RPG-7 is a state-of-the-art portable anti-tank weapon developed as the successor to the RPG-2.

SIGINT

It first saw active deployment in 1962 the year before last.

SIGINT

Actually, maybe portable's not the right word. The launcher and the grenade together weigh over 20 pounds. It's not something you can use on the move.

SIGINT

When you equip it, make sure you use First Person View to aim.

SNAKE

Got it.

SIGINT

You can fire it as soon as you're in position, but if you use the Aim Button to look through the scope, you should be able to get a pretty accurate shot.

SIGINT
Then just use the Weapon Button to pull the trigger and the propellant will shoot the grenade out of the launcher.

SIGINT
Immediately after that, stabilizer fins will deploy from the back of the grenade. After it travels about 35 feet, the rocket fuel inside the grenade will ignite, accelerating the grenade towards its target.

SIGINT
Even if it doesn't hit the target, the safety mechanism will kick in and cause it to self-destruct when it exceeds the target range or after a few seconds of flight.

SIGINT
The warhead is made of the plastic explosive HEAT. It's capable of penetrating up to 13 inches of armor. That should be enough to shoot down a heavily-armored attack chopper.

SIGINT
Oh, one more thing - the rocket fires when the grenade first starts its descent. So don't try to fire it real close to the ground.

SNAKE
So, you can't use it from a lying position?

SIGINT
Right. Don't forget that.

SNAKE
I won't.

8.41 C3

SIGINT
Got some C3, I see.

SIGINT
C3 is a type of plastic explosive developed in the West for special operations use following World War II.

SIGINT
It's composed of 77% RDX and 23% moldable plastic. Like EVA was saying, you can mold it into different shapes like clay.

SIGINT
C3 is less volatile than TNT, so a little heat or shock won't be enough to set it off. It's extremely easy to handle and highly effective.

SIGINT
Looks like EVA set up the detonators with a special timer mechanism.

SNAKE
Yeah. She made it so that when the timer hits zero, all four charges will detonate at the same time.

SIGINT
Did she now? Then you'd better wait until you plant all four charges on the liquid fuel tanks before you start the timer.

SIGINT
And remember you only have enough C3 to do the job.

SIGINT
Don't go sticking that stuff anywhere but the liquid fuel tanks in the hangar, got it?

SNAKE
Got it.

Claymore

(1)

SIGINT
Ah, you got yourself some Claymores.

(2)

SIGINT
The M18A1 Claymore is a new type of anti-personnel directional mine developed in the U.S. after the Korean War.

SIGINT
The gently curved casing is packed with a pound and a half of high-grade explosives. The side facing the enemy is lined with 700 steel ball bearings.

SIGINT
So when the mine explodes, the ball bearings simultaneously burst out of the casing. Anyone in the kill zone, be he friend or foe, is instant Swiss cheese.

SIGINT
The mine is triggered by an electric detonator. Apparently, the detonator's got some kind of special motion detector built in.

SNAKE
Yeah. When the mine is planted, it reacts to anything that comes close and automatically explodes.

SIGINT
Just make sure you don't trip your own mine or something stupid like that.

SNAKE
I'll be careful.

SIGINT
You can pick up a planted Claymore by crawling over it.

SIGINT
Mines planted by the enemy can also be picked up in this way, so if you come across a minefield, it's a good idea to crawl through it and pick up the mines.

SNAKE
What are they doing making minefields out of Western mines, anyway?

SIGINT
They're probably doing field performance evaluations on mines they either captured or stole from the West.

SIGINT
The structure of the Claymore isn't actually all that complicated. They must be learning a lot about them.

SIGINT
It might not be long before we start seeing "Claymorasky" mines. (In reality, it was shortly after this that the Soviet Union developed Claymores.)

TNT

(1)

SIGINT
Looks like you've got some TNT.

SIGINT
TNT is short for trinitrotoluene, a pale yellow crystalline compound made from a tri-nitrified mix of nitric acid and sulfuric acid.

SIGINT
It's used throughout the world as a military explosive.

SIGINT
It has a low sensitivity and is chemically stable, making it easy to handle. It's also got a low melting point, and can easily be shaped by boiling or steaming it.

SIGINT
But because the sensitivity is so low, you need a booster to actually get it to explode.

SNAKE
No problem. It came with its own remote control detonator.

SIGINT
Good. Then all you have to do is press the Weapon Button to place the TNT and then press the CQC Button to set it off.

SIGINT
The "MAP" screen in the Survival Viewer will display the locations where you've planted TNT.

(2)

SIGINT
Take warning though - the radio signal for the detonator is pretty weak.

SIGINT
Don't forget that pressing the CQC Button will only set off TNT that's planted in the same area.

Mousetrap

SIGINT
Hey, you got a mousetrap!

SIGINT
That mousetrap is a portable tool for capturing small animals alive.

SIGINT

Press the Weapon Button to place it on the ground. Come back a little bit later, and there might be a frog or a snake caught in there.

SIGINT

Whether or not you actually catch anything, though, is all a matter of luck. Don't get all down if there's nothing in the trap. Try, try again.

SIGINT

Also, don't forget that you need some bait in the trap or nothing's gonna come crawling in there.

SIGINT

If you capture an animal with a trap, it won't have any bait left.

SIGINT

Just crawl to pick it up. Then put some more bait back in and set it down again.

SIGINT

You can use the "MAP" in the Survival Viewer to see where you've placed traps. If you forget where you put a trap, just look at the "MAP."

Directional Microphone

SIGINT

I see you've picked up a directional microphone.

SIGINT

The directional microphone is exactly what it looks like - a listening device.

SIGINT

When you equip it, you'll go into First Person View and the mike will pick up sounds in whatever direction you point it in. The directional microphone will let you hear a lot of things you couldn't hear otherwise, like really soft noises and the footsteps of faraway enemy soldiers.

SIGINT

You ought to find it useful when you want to know whether there's an enemy on the other side of the woods or something. Try it out!!

•Items

Binoculars (1)

(1)

SIGINT
I see you're using the binoculars.

SIGINT
Those are high-performance binoculars made especially for the military. They're completely waterproof and are filled with nitrogen gas to prevent lens fog.

SIGINT
The eyepiece, objective lenses and the prism have been coated to reduce glare. They ought to work plenty well even in dark places.

SIGINT
And they're even equipped with auto-focus and zoom functions. Won't find a better pair of binoculars than that.

(2)
*If player hasn't heard that Sigint made them

SNAKE
What are you, a binocular salesman?

SIGINT
Hey, I know a good product when I see one, that's all. (He in fact made them.)

SNAKE
...? (He's not quite convinced.)

(3)
*If player has heard that Sigint made them

SNAKE
I know.

SIGINT
Know what?

SNAKE
You made these binoculars, right?

SIGINT
!! Y-yeah, but... they're good, aren't they?

SNAKE
...

Thermal Goggles

SIGINT
Hey... what's that you've got there?

SNAKE
Thermal goggles. From what I can tell, they detect and display sources of heat.

SIGINT
You're kiddin' me! They actually made a passive infrared night-vision device small enough to carry around with you....

SNAKE
What, is that special or something?

SIGINT
Is it special? Here in the West, we've just barely got the technology to install it on aircraft.

SNAKE
So that's what the thing is they put on the gunship...

SNAKE
But doesn't the Army have something like that for driving vehicles at night? I thought I saw...

SIGINT
You mean the AN-PAS-5.

SIGINT
That's an active infrared night-vision device. It fires infrared beams from an infrared projector, and uses the reflections to build an image.

8.41

SIGINT
Those goggles you've got there are completely different.

SIGINT
Basically, when you've got those equipped, you'll be able to spot enemy soldiers in the jungle with ease, even if they're camouflaged.

SIGINT
They might even help you find traps. Ah, but you won't be able to see the terrain as well, so watch your step.

Night Vision Goggles

SIGINT
Hey, what's that you're wearing...?

SNAKE
Night-vision goggles. This gadget lets me see in the dark by amplifying light and displaying it as images.

SIGINT
Amplifying light?

SNAKE
That's what it looks like to me.

SIGINT
Well, I'll be damned.

SIGINT
They're working on something like that here in the States, but so far it's not viable unless it's coupled with an infrared searchlight.

SIGINT
And now the Russians have something you can carry with you...

SIGINT
... Anyway, those goggles should give you a decent visual range even in dark places.

SIGINT
But don't look at anything bright, like fire, or it'll get burned into your eyes and you won't be able to see for a while. Be careful.

Anti-Personnel Sensor

(1)

SIGINT
Using the anti-personnel sensor, I see.

SIGINT
The sensor vibrates when it detects organic reactions from human targets.

SIGINT
It's been adjusted to respond only to humans, so unlike other sensors, it'll let you ignore animals and focus only on the enemy.

SIGINT
It'll even detect enemies that aren't moving, and you won't have to worry about it giving away your position.

SIGINT
But on the flip side, it won't tell you the exact location of the target. Keep that in mind when you're using it.

SIGINT
Also, remember that when you use it in First Person View, it'll only scan in the direction you're facing.

(2)
*If player heard the same information from the Major during the Virtuous Mission

SNAKE
?

SIGINT
Something wrong?

SNAKE
The Major told me the exact same thing...

SIGINT
You mean during the Virtuous Mission?

SNAKE
Yeah.

SIGINT
He must have been reading those notes I gave him word for word. That guy doesn't know tech.

SNAKE
...

Motion Detector

8.41

(1)

SIGINT
The motion detector will display any moving objects in your vicinity.

SIGINT
But the enemy isn't the only thing that's moving around in the jungle. If there are animals moving nearby, the sensor will pick up those animals, too.

SIGINT
And remember that there's a limit to how sensitive it is. Enemies and animals that don't move around very much won't get picked up.

(2)
*If player heard the same information from the Major during the Virtuous Mission

SIGINT
Did he tell you that, too?

SNAKE
Yeah. Did you give him notes for it?

SIGINT
Yup.

SNAKE
...

Active Sonar

(1)

SIGINT
Active sonar sends out a special type of sound wave whenever you press the left analog stick. It uses the echo from those waves to calculate and display the position of nearby objects.

SIGINT
Unlike the motion detector, it'll show you objects that aren't moving.

SIGINT
But because you're blasting out sound waves, there's a risk that the noise will alert enemies and animals to your presence. Be careful about when and where you use it.

(2)
*If player heard the same information from the Major during the Virtuous Mission

SNAKE
I've heard that one, too.

SIGINT
Did he use the exact same words?

SNAKE
Yeah.

SIGINT

Man, that guy still lives in the Stone Age. Just the other day, he bought this brand-new washing machine and...

ZERO

Sigint!

SIGINT

... Oops. Talk to you later, Snake.

Mine Detector

SIGINT

Using the mine detector, huh?

SIGINT

When you equip the mine detector, it lets you know with a sound if there are any Claymore mines nearby.

SIGINT

A mine detector is basically a metal detector, so ordinarily it reacts to scrap iron the same way it reacts to mines.

SIGINT

They say that only about one out of every 100 objects it responds to is an actual mine.

SIGINT

Not exactly what you'd call reliable. So they're researching other ways to detect mines, like sniffing for molecules given off by explosives and using a kind of underground radar.

SIGINT

One of these days, they might actually make something that works.

SIGINT

But the one you're using is apparently set up so that it only reacts when it finds a Claymore on the ground.

SIGINT

No need to worry about it being fooled by anything other than a mine.

Cardboard Box

SIGINT
Uh, Snake... what are you doing?

SNAKE
I'm in a box.

SIGINT
A cardboard box? Why are you...?

SNAKE
I dunno. I was just looking at it, and suddenly I got this irresistible urge to get inside.

SNAKE
No not just an urge - more than that. It was my destiny to be here; in the box.

SIGINT
Destiny...?

SNAKE
Yeah. And then when I put it on, I suddenly got this feeling of inner peace.

SNAKE
I can't put it into words. I feel... safe. Like this is where I was meant to be. Like I'd found the key to true happiness.

SIGINT
weirded out ...

SNAKE
Does any of that make sense?

SIGINT
Not even a little.

SNAKE
You should come inside the box... Then you'll know what I mean.

SIGINT
Man, I don't wanna know what you mean!

SIGINT
Between you and Para-Medic, is everyone but me that is hooked up with the Major strange!?

SNAKE
... (You're the weirdest one of all.)

SIGINT
Yeah, well, anyway, I suppose even that dumbass box might make a decent disguise if you wear it inside a building.

Cigar

(1)

SIGINT
Snake, you smoking a cigarette?

SNAKE
It's not a cigarette. It's a cigar.

SIGINT
Ah, same thing.

SNAKE
It's not the same thing.

(2) *If player has heard the conversation with Para-Medic about the cigar

SNAKE
Why am I the only one who can tell the difference...?

(3)

SIGINT
Doesn't matter to me. What I want to know is, why'd you take it with you?

SNAKE
Because I need it.

SIGINT
For what?

8.41

SNAKE
I can't smoke a cigar if I don't have one, can I?

SIGINT
So you just wanted to smoke it?

SNAKE
Yeah.

SIGINT
... Man, you got problems.

SIGINT
Do what you want. Just keep in mind that your LIFE goes down when you're smoking it.

Pentazemin

SIGINT
Whatcha got there, Snake?

SNAKE
Some kind of drug. The label says "Pentazemine."

SIGINT
Pentazemine? What the hell is that?

SNAKE
Beats me.

SIGINT
Let's ask Para-Medic.

SIGINT
Yo, Para-Medic!

PARA-MEDIC
Yeah?

SIGINT
You ever heard of a drug called pentazemine?

PARA-MEDIC
Yeah, it's an anti-anxiety drug related to benzodiazepine.

PARA-MEDIC
It's a minor tranquilizer used to treat things like depression, autonomic ataxia and aporioneurosis and things like that.

PARA-MEDIC
Besides its calming and anti-depressant properties, it's also known for its anti-convulsant effect.

SNAKE
Anti-convulsant effect?

PARA-MEDIC
Yeah.

SNAKE
So in other words, it can help keep your hands from shaking?

PARA-MEDIC
Yeah, I guess so...

SNAKE
speaks to himself This could be useful.

PARA-MEDIC
What are you talking about?

SNAKE
Nothing. I just thought that if I took this drug when I used a sniper rifle, it'd help make my aim steadier.

PARA-MEDIC
Oh, I see. That's an interesting idea. I think it might work. Give it a try.

LIFE Medicine

SIGINT
Got some LIFE medicine, huh? LIFE medicine is...

PARA-MEDIC
LIFE medicine is a drug recently developed by the Soviet Union for use in battle.

SIGINT
The com...

PARA-MEDIC
The components are still a mystery, but it seems to activate the body's regenerative processes and make injuries heal faster.

SIGINT
Well, open th...

PARA-MEDIC
Open the window and press the Enter Button to instantly replenish your LIFE. Useful, huh?

SIGINT
... (Quit stealing my lines.)

PARA-MEDIC
Huh? What's wrong, Sigint? (She didn't have any bad intentions, so she doesn't understand why he's mad.)

SIGINT
Nevermind...

Bug Juice (1)

(1)

SIGINT
I see you have the bug juice equipped.

(2)

SIGINT
It's useful for keeping the bugs away.

SIGINT
If you open the Item Window and press the Enter Button, you'll be able to keep the nasty critters like hornets and leeches at bay for a brief period of time. Use it well!

•Miscellaneous

Origin of "Sigint"

SNAKE
Tell me something, Sigint...

SIGINT
What's that?

SNAKE
What does "Sigint" mean, anyway?

SIGINT
It's short for "Signal Intelligence."

SNAKE
Signal Intelligence?

SIGINT
The part of intelligence that deals with electronic information.

SIGINT
Things like intercepting and analyzing electronic communications, determining enemy force strength and positioning from radar emissions and radio chatter - you get the idea.

SIGINT
Codebreaking is considered part of SIGINT as well.

SIGINT
40 years from now, we'll be in the age of electronic warfare. It won't be long before information replaces firepower as the most valuable commodity on the battlefield.

SNAKE
So you're saying they won't need guys like me anymore?

SIGINT
Sorry to break it to you, but that's not gonna happen. No matter how advanced our technology gets, there's still no substitute for human beings.

SNAKE
...

SIGINT
Anyway, the Major is a man of foresight. He knew the electronic age was coming, and so he called out to me.

SNAKE
And you responded.

SIGINT
Well, I didn't have anyplace else to go.

SNAKE
You couldn't find a job?

SIGINT
Nope. None of the places where they do this kind of high-tech research would even let me in the door.

SNAKE
Why not? I know you've got social problems, but...

SIGINT
Come again?

8.41

SNAKE
Nothing. I mean, someone with your talent ought to be able to...

SIGINT
Yeah, well, maybe it had something to do with the fact that I'm Black.

SNAKE
...

SIGINT
The Major, though, he doesn't care about what color you are. I've never met anyone like him before. He's... different, you know?

SNAKE
Oh, yeah, I know.

SIGINT
I don't think racism's going to go away even in the 21st century. But I want to work with computers and use them to bring people closer together.

SIGINT
In the digital world, it doesn't matter whether you're black or white, American or Russian, or whatever. Everybody's going to be the same. That's what I think.

The Davy Crockett

SIGINT
The Davy Crocketts that The Boss took with her when she defected are mortars that fire nuclear warheads.

SIGINT
They're named after Davy Crockett, the hero who died defending the Alamo in the Texan War of Independence.

SNAKE
"Remember the Alamo."

SIGINT
That's right.

SIGINT
The warheads are equivalent to between 10 and 20 tons of TNT. Every building within 150 yards of the hypocenter is completely obliterated.

SIGINT
But the warheads The Boss had with her were some kind of experimental super-bomb. So they're actually even more powerful than that.

SIGINT
I don't even want to think about what'd happen if she used it again. Snake, you know what you have to do... (Take out The Boss.)

SNAKE
Yeah... I know.

Origins of the Cobras' names

SIGINT
Sounds like the Cobra Unit's members' names came from the specific emotions they each carry into battle.

SNAKE
Emotions? (Snake remembers how when The Boss defected and she was asked if they were taking him with them, she responded, "He has not yet found an emotion to carry into battle.")

SIGINT
having no regard for Snake's feelings Yeah.

SIGINT
For unbearable torment, The Pain.

SIGINT
For true oblivion, The End.

SIGINT
For infinite rage, The Fury.

SIGINT
For absolute terror, The Fear.

SIGINT
And for unsurpassed bliss, The Joy.

SNAKE
The Joy?

SIGINT
It's another name for The Boss. Because of the joy she feels in battle, I suppose.

8.41

SNAKE
...

SIGINT
During the war, she had a partner named The Sorrow. Sorrow and Joy. They say there couldn't have been a more perfect pair.

Armory - general-purpose

(1)

SIGINT
As you might have guessed, those armories you sometimes run into are where they keep their ammo and other stuff.

SIGINT
If you take out an armory, the enemy units in the area will have their ammo supply cut off.

SIGINT
And if they know they're on their last leg, they'll use ammo a little more sparingly in a gunfight.

SIGINT
Bottom line - if you blow up an armory, the enemy's firepower decreases.

(2)
*If player has called Sigint

SIGINT
If you find an armory, you should try blowing it up with TNT or something. You'll be glad you did later on.

Provisions storehouses - general-purpose

SIGINT
A provisions storehouse is where the enemy keeps their food. Enemy units in that area use it to stock up on rations.

SIGINT
So, if you happen to blow up a provisions storehouse, the enemies in that area won't be able to get any more rations.

SIGINT
Spetsnaz are people, too. They gotta eat, or their stamina starts to go down.

SIGINT
They might pass out more easily, or lose their concentration and start to shoot less accurately.

SIGINT
Who knows - they'll probably be a little more desperate for food just lying around.

SIGINT
Basically, if you get rid of a provisions storehouse, the enemies in that area will get physically weaker.

(4)
*If player has called Sigint

SIGINT
To destroy a provisions warehouse, you'll want to use TNT or something like that.

Attack dogs

(1)

SIGINT

They sicced attack dogs on you?

(2)

SIGINT

People have been using dogs in war since before recorded history.

SIGINT

The Greek and Roman armies used to send out packs of dogs with spiked collars to charge at enemy ranks.

SIGINT

Attack dogs were regularly employed in the First and Second World Wars as well.

SIGINT

Traditionally, dogs have been used to keep watch, send messages, and assist in search operations. Then the Soviets came up with a new idea: using them to carry bombs.

SNAKE

Bomb dogs?

SIGINT

Yeah, they were trained to dive beneath tanks, carrying a payload of bombs.

SIGINT

Apparently it worked pretty well, but the Russians messed up, man - they used their own tanks for the training.

SIGINT

Turns out the dogs kept going after Russian tanks and blowing them up. So, the plan was scrapped before it got off the ground.

SIGINT

Well, I don't think you need to worry about those dogs exploding on you. They don't seem to be the bomb-carrying type.

SIGINT

But they are highly trained in tracking and detection. Don't underestimate them - they're excellent trackers and ferocious fighters.

(3)

SIGINT
Attack dogs move fast and are deadly in proximity encounters.

SIGINT
They'll pick up your scent and use it to track you, so it'll be hard to shake them off.

SIGINT
In a way, they're more dangerous than any human opponent. Be prepared.

(4)
*If player has smoke grenades

SIGINT
The Soviet-made smoke grenades you might find around there also seem to act as a mild tear gas.

SIGINT
It might not have that much of an effect on human targets wearing balaclavas, but it ought to wreak havoc to a dog's nose.

SIGINT
If you're being chased by attack dogs, give 'em a taste of the smoke grenade.

Backpack

(1)

SIGINT
Whenever you find a new weapon or piece of equipment, the first thing you do is drop it in your backpack, right?

SIGINT
But you can't use your new goodies if they're just sittin' in your backpack.

SIGINT
To use a weapon or a piece of equipment, first you have to take it out of your backpack and place it on your person.

SIGINT
To take an item out of your backpack, use the "BACKPACK" option in the Survival Viewer.

(2)

SIGINT
To place a weapon on your person, select "WEAPON" under the "BACKPACK" section of the Survival Viewer.

SIGINT
See that window on the left? That shows a list of all the weapons you've got.

SIGINT
Choose the weapon you want to carry from the list and press the Enter Button to take it out of your backpack.

SIGINT
Just remember that there's a limit to the number of weapons you can carry at the same time. So put back any stuff you don't need.

SIGINT
To put a weapon on your person back into your backpack, choose a weapon that's already on you from the weapon list and press the Enter Button.

SIGINT
Or, you can just line up the icon for the weapon you want to put away with the lower right and press the Enter Button.

SIGINT
Do whatever works best.

Weight and stamina

SIGINT
Keep in mind that every weapon and piece of equipment weighs something.

SIGINT
The heavier the equipment you're lugging around, the faster you'll burn up stamina.

SIGINT
You can see how much your equipment weighs by going into the "BACKPACK" screen in the Survival Viewer.

SIGINT
If you're trying to conserve your stamina, make some cuts and toss the equipment you don't need in your backpack.

Aiming a gun

SIGINT
When you're using the assault rifle, pressing the Weapon Button will hold it at waist level.

SIGINT
That's nice if you need to drop nearby enemies with some speed. But it's difficult to aim straight.

SIGINT
If you need to take more accurate shots; like taggin' enemies in vital spots from a distance; use the Aim Button instead.

SIGINT
Equip the weapon in First Person View and press the Aim Button to aim the gun from the shoulder.

SIGINT
You can take precise aim with the front and rear sights. When you're focusing on your mark, it will be as accurate as if you were zoomin' in.

Gun recoil

SIGINT
When you fire continuously with a gun like the assault rifle, the recoil will cause your shots to veer off target.

SIGINT
But if you crouch or lie down, you can suppress the recoil and keep a tight fire pattern.

SIGINT
So when you gotta hit that bull's eye, take a low position.

Survival Viewer

SIGINT
You're on a solo sneaking mission. Your success is based on your ability to survive.

SIGINT
That's where the Survival Viewer comes in.

SIGINT
The Survival Viewer contains everything you need to survive out in the field.

SIGINT

Use "CAMOUFLAGE" to change your camouflage, and "BACKPACK" to select your gear.

SIGINT

Use "FOOD" to eat, "CURE" to treat wounds, and "MAP" to view a detail of the area.

SIGINT

You've also got "OPTIONS" that lets you change the settings to suit your mission preferences.

SIGINT

Got it?

The difference between GRU and KGB soldiers

(1)

SIGINT

I heard you fought against KGB troops in the Virtuous Mission. But this time you're up against Spetsnaz.

SIGINT

Spetsnaz is the special forces unit of GRU, the intelligence wing of the Soviet Defense Ministry's General Staff Office.

SIGINT

Spetsnaz troops undergo rigorous training in all types of special ops, from assassination and demolition to intelligence gathering.

SIGINT

That, and Volgin's loaded, man. His unit is one of the best equipped in the entire Soviet Union, if not THE best.

SIGINT

I heard the enemies you encountered in the Virtuous Mission were only carrying weapons like AKs and grenades. Well, it ain't that simple anymore.

(2)

SIGINT

In addition to AKs, some of the patrols you'll encounter might be equipped with Scorpion submachine guns and shotguns.

(3)

SIGINT
The Scorpion is even lighter than the AK, making it much easier to handle.

SIGINT
Basically, a guy with a Scorpion is not gonna miss you as often as with an AK.

(4)

SIGINT
The shotgun is a powerful weapon. One blast is enough to floor you and you're likely to be seriously wounded. Watch for that, man.

Flame troopers

(1)

SIGINT
You seen any enemies equipped with flamethrowers?

(2)

SIGINT
Those flamethrowers are M2s. They were first used in World War II during the invasion of Guam.

SIGINT
The M2 uses pressurized nitrogen gas to fire a fuel mixture of napalm and gasoline.

SIGINT
It comes in handy for torchin' places that are tough to secure with conventional firepower, like trenches and bunkers and pillbox enclosures.

(3)

SIGINT
Watch out though. Get hit by a flamethrower in a narrow spot like a closet or a trench and it's barbeque time.

(4)

SIGINT
Don't wander too close to an enemy carrying a flamethrower. If you need to take one out, try sniping from a distance so the flames can't reach you.

(5)

SIGINT
The flame troopers' weak point is the fuel tank they carry around on their backs. Put a bullet in the tank, and you'll toast 'em.

(6)

SNAKE

What are they doing with American-made flamethrowers, anyway?

SIGINT

Well, like a lot of other Western weapons, those M2s were probably jacked for research purposes.

SIGINT

But if they're actually using them... man, they must really have it in for you.

SNAKE

The flamethrower is heavy, short-ranged, and can only be used for a short period of time.

SIGINT

Not only that, but when a flame trooper gets captured, he's almost always put to death.

SIGINT

Basically it's a bad idea all the way around to use flamethrowers unless you're sweepin'.

SIGINT

And despite all that, they're keepin' 'em at the ready just for you. What do you think of it?

SNAKE

... They're out for revenge.

(7)
*If player has killed a lot of enemies

SIGINT

Well, you've offed an awful lot of Volgin's men out there. No wonder they hate you.

8.41

(8)
*if player hasn't killed a lot of enemies

SIGINT

Well, you've killed three members of the Cobra Unit already. So you can see why Volgin has it in for you.

The Kiss of Death

SIGINT

That thing EVA was carrying is a gun disguised to look like a tube of lipstick, also known as the "Kiss of Death."

SIGINT

It's a hidden weapon used by KGB spies since around 1950.

SIGINT

The gun uses 4.5 mm rounds. It only carries one shot, but that's enough to get the job done if you fire it at the right spot from point-blank range.

SIGINT

They don't call it the Kiss of Death for nothing.

The Crocodile Cap

SIGINT

A cap shaped like a crocodile head, you say?

SNAKE

Yeah. What do you think? (Doing this on purpose to get a reaction.)

SIGINT

honestly impressed I think it's a great idea!

SIGINT

You know, animal disguises are one of the oldest tricks in the book in the intelligence world.

SIGINT

I don't know whether it's true or not, but I've heard that during World War II, the OSS (Office of Strategic Services) used to use cow suits.

SIGINT

Supposedly they'd send agents out to hide in herds of real cows so they could spy on enemy units as they passed by.

SIGINT

Nowadays, I guess most people wouldn't even give a crocodile-shaped cap a second look. They'd think it was just a gag item.

SIGINT
But if you use it the right way, it can be an effective weapon for spying.

SIGINT
I gotta hand it to you, Snake, you're one sharp guy.

SNAKE
disappointed ...

SIGINT
You OK, Snake?

SNAKE
dejected Forget it...

SIGINT
??? (Doesn't get why Snake is upset.)

•Miscellaneous

Volgin

EVA
Snake, have you heard about the massacre that happened in the forest near the village of Gnezdovo?

SNAKE
The Katyn Forest Massacre, right?

EVA
During WWII, the German army came upon the bodies of 4,000 dead Polish in the forest of Katyn.

8.41

SNAKE
Germany blamed the Soviet Union, but the Soviet Union denied it, blaming Germany in return.

EVA
The truth is that Stalin ordered the NKVD (the Soviet Union's People's Commissariat for Internal Affairs) to carry out the killings.

EVA
And it's not just Katyn. In places like Western Ukraine and Belarus, there must have been at least 20,000 Poles in the prison camps.

SNAKE
Why are you telling me this?

EVA
Volgin was one of the people responsible. He was one of the vicious leaders behind it.

SNAKE
Volgin was?

EVA
He blamed it on a prisoner revolt to allay any fears, and requested they be put to death.

EVA
I've heard that Volgin even removed the blindfolds from each prisoner before he beat them to death.

SNAKE
I knew he wasn't all there in the head, but this...

EVA
Not someone you could be friends with.

Calorie Mate

(1)

EVA
By the way Snake, do you have a Calorie Mate?

SNAKE
Yeah.

EVA
Is it any good?

(2) *After eating

SNAKE
Yeah.

(3) *Before eating

SNAKE
I haven't tried it yet.

(4)

EVA
Oh... (Seems like she wants to say something.)

SNAKE
You want it?

EVA
What?

SNAKE
Do you want the Calorie Mate?

EVA
hit the nail on the head Wha--, What are you saying?

SNAKE
You want it don't you...

EVA
I didn't say that.

SNAKE
So you don't want it then.

EVA
No...

EVA
... But... if you were going to give it to me as a token of thanks for me helping you out, then of course I wouldn't refuse it.

SNAKE
Are you on a diet?

EVA
What did you say?

SNAKE
Calorie Mate is supposed to be really good for losing weight.

EVA
Are you saying I'm fat?

SNAKE
No...

EVA
I'm not on a diet, and I don't need one. I just wanted to try the taste.

SNAKE
Oh, sorry.

EVA
Be careful with what you say.

SNAKE
Yeah, sorry.

EVA
... So, is it true?

SNAKE
Is what true?

EVA
That it's good for losing weight.

SNAKE
... Yeah.

SNAKE
Calorie Mate provides a nutritionally balanced source of energy and it makes counting calories easy. That's what's supposed to make it good for dieting.

EVA
Ah, I see...

SNAKE
I heard that all of the geisha in Japan use it. (Believes what Para-Medic told him.)

EVA
Geisha?

SNAKE
Yeah.

EVA
I've never heard about that.

SNAKE
Really?

EVA
Yes. I'm sure there are some geisha out there using Calorie Mate for diets, but I doubt all of them are using it.

SNAKE
I guess not...

Otton frogs and sushi

*Para-Medic mentioned how Japanese people eat Otton frogs, like as sushi or sukiyaki. Also, Snake made a promise to take EVA out for a sushi dinner after the mission is over.

EVA
Snake, don't forget about our dinner.

SNAKE
I haven't forgotten. Sushi, right... I want to try the Otton frog.

EVA
The what?

SNAKE
The Otton frog.

EVA
Frog!?

SNAKE
They have frog at sushi bars, don't they?

EVA
Of course not!

SNAKE
But I heard they eat frogs as sashimi and tempura over in Japan.

EVA
Who told you that?

SNAKE
Para-Medic.

EVA
... I suppose they might eat frogs on certain occasions. But not normally, and certainly not as sushi.

SNAKE
Oh... OK.

Story about the time The Boss carried EVA's bags

*Ties into how if the player puts EVA to sleep with a tranquilizer gun, she'll say "Mmm, right there... Boss, that feels so good..." in her sleep

SNAKE
EVA

EVA
Hmm?

SNAKE
You said you got along with The Boss, right?

EVA
Yeah, we get along pretty well. I admire her. Although she's supposed to be the distant hero, for some reason she's nice to me.

EVA
She even carried my bags for me the other day. I was impressed.

SNAKE
Your bags?

EVA
Maybe because we're both defectors. We never talk much, but I get the feeling that she understands how I feel.

EVA
I've had dreams about the whole thing.

EVA had a dog

*Ties into how if the player puts EVA to sleep with a tranquilizer gun, she'll say "Mmm, right there... Fido, that feels so good..." in her sleep

EVA
Snake, the enemy's attack dogs are very highly trained, so be careful.

SNAKE
You can tell if a dog's been highly trained or not?

EVA
I can tell.

SNAKE
How?

EVA
I used to have a dog.

SNAKE
skeptical YOU had a dog?

EVA
Yeah. What's so funny about it?

SNAKE
Nothing. It's just hard to picture you with a puppy.

EVA
Who asked you?

EVA
He was really cute, but I had a hard time housebreaking him... When he finally did learn, I was so happy...

EVA
I still dream about it sometimes.

EVA's driving

SNAKE
EVA, that was some pretty nice driving.

EVA
Really?

SNAKE
Ballsy yet overwhelmingly accurate. That kind of driving isn't something you can pick up in a couple days.

EVA
I told you to trust me. I love motorcycles.

SNAKE
It is not easy to jack-knife a bike like that.

EVA
So, you believe me now?

SNAKE
Think I'll pass on going tandem though.

EVA
That's too bad.

While wearing the Crocodile Cap

*Snake was wearing this hat, consisting of a crocodile's head, as a joke when he called Sigint and Para-Medic. Sigint was honestly impressed by the idea, while Para-Medic thought it looked cool. So far, everyone has killed the joke.

EVA
Snake?

SNAKE
EVA, what do you think?

EVA
bursts out laughing What a dork! You must be kidding me! Are you willing to risk your life for that joke?

SNAKE
All right! Finally, I get a normal response...

EVA
Wha...?

SNAKE
Everyone was giving me strange responses and acting like nothing was odd about it. I was starting to wonder myself, but now I feel better.

EVA
I'm not sure what you're talking about, but you look adorable in it.

EVA
...

EVA
bursts out laughing Sorry, I've got to go. This is too much...

SNAKE
...

2.52